FMFM 6-7
(With Change 1)

Scouting and Patrolling for Infantry Units

U.S. Marine Corps

PCN 139 000507 00

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DEPARTMENT OF THE NAVY
Headquarters United States Marine Corps
Washington, D.C. 20380-0001

* 6 January 1989

FOREWORD

1. PURPOSE

Fleet Marine Force Manual (FMFM) 6-7, *Scouting and Patrolling for Infantry Units,* provides guidance to the individual Marine and Marine leaders from the fire team to the company level on scouting techniques and effective employment of Marines and Marine infantry units. Although the information is focused on infantry units rather than reconnaissance units, much of the information is applicable to reconnaissance units as well as combat service support and aviation units operating in the MAGTF rear area.

2. SCOPE

FMFM 6-7 addresses training and describes the skill required for Marines to become effective scouts and patrol team members. Additionally, the relationship of scouting, of scouting to patrolling, and training required to develop teamwork and confidence in patrol team members are also addressed.

3. SUPERSESSION

Operational Handbook (OH) 6-3F, *Scouting and Patrolling for Infantry Units,*, dated June 1987.

4. CHANGES

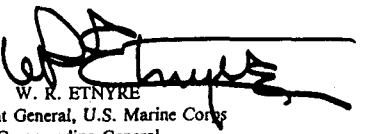
Recommendations for improving this manual are invited from commands as well as directly from individuals. Forward suggestions using the User Suggestion Form format to—

COMMANDING GENERAL
DOCTRINE DIVISION (C 422)
MARINE CORPS COMBAT DEVELOPMENT COMMAND
2042 BROADWAY STREET SUITE 212
QUANTICO VA 22134-5021

5. CERTIFICATION

Reviewed and approved this date.

BY DIRECTION OF THE COMMANDANT OF THE MARINE CORPS



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USER SUGGESTION FORM

From:

To: COMMANDING GENERAL, DOCTRINE DIVISION (C 422), MARINE CORPS COMBAT DEVELOPMENT COMMAND, 2042 BROADWAY STREET SUITE 212, QUANTICO VA 22134-5021

Subj: RECOMMENDATIONS CONCERNING FMFM 6-7, *SCOUTING AND PATROLLING FOR INFANTRY UNITS*

1. In accordance with the Foreword to FMFM 6-7, which invites individuals to submit suggestions concerning this FMFM directly to the above addressee, the following unclassified recommendation is forwarded:

Page	Article/Paragraph No.	Line No.	Figure/Table No.

Nature of Change: ☐ Add ☐ Delete ☐ Change ☐ Correct

2. Proposed New Verbatim Text: (Verbatim, double spaced; continue on additional pages as necessary.)

3. Justification/Source: (Need not be double spaced.)

NOTE: Only one recommendation per page.

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Record of Changes

Change No.	Date of Change	Date of Entry	Organization	Signature

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Scouting and Patrolling for Infantry Units

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Chapter 1

Scouting

Section I. General

1101. Introduction

When an infantry unit is not actively fighting the enemy, it is actively seeking the enemy's location. The unit attempts to keep the enemy off balance while making preparations for further attacks. Physically locating the enemy and keeping him off balance are normally accomplished by small units ranging from a two-man scouting party to a squad-size patrol. Infantrymen are sent out as scouts or as members of a patrol because the commander needs information about the enemy, the ground that is to be fought on, and the location of friendly troops. The lives of the entire unit may depend upon the success or failure of a scout or patrol and the accuracy and timeliness of the report. The success of the scout or patrol will depend upon their training and preparation by the commander and their understanding of their mission and the commander's requirements.

A scout is a Marine employed in observing terrain and/or the enemy, and in reporting accurately the results of his observation. Scouting requires proficiency in the use of weapons, concealment and cover, route selection, and skill in unobserved day or night movement.

1102. Necessity for Training

To wage combat successfully, a commander must have accurate, detailed, and timely information about the enemy, the terrain, and adjacent friendly units. Well trained scouts and capably led patrols are among the most effective tools the commander has for acquiring the necessary information.

1103. Training Requirements

To operate effectively, a scout must be able to—

- Recognize terrain features.
- Read a map.
- Determine direction.
- Estimate enemy unit composition and strength.
- Know his enemy.
- Utilize properly the principles of cover, concealment, movement, and route selection.
- Observe and report information accurately.

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Section II. Terrain, Maps, and Direction

1201. Terrain Features

Since the infantry works and fights on the ground, information about the terrain is of great importance in any report a scout makes. Natural features of terrain are the forms and growths of nature such as hills, valleys, woods, and streams. Artificial features are the works of man such as houses, bridges, and railroads. Figure 1-1 shows some of the more important terrain features.

1202. Map Reading

An individual scout must be able to orient a map by compass, by two points, by use of a watch and the sun, or by the stars. Determination of direction will be discussed in the following paragraph. A scout must also understand map symbols, be able to determine elevations from contour interval lines, scale distance on a map, relate natural and manmade features shown on the map to the actual feature on the ground, plot a course from one point to another, and locate his position.

1203. Direction in the Field

a. Stars, Sun, and Other Features. A scout should rarely, if ever, be without a compass. If he is, the following examples are other means he may use to determine his direction.

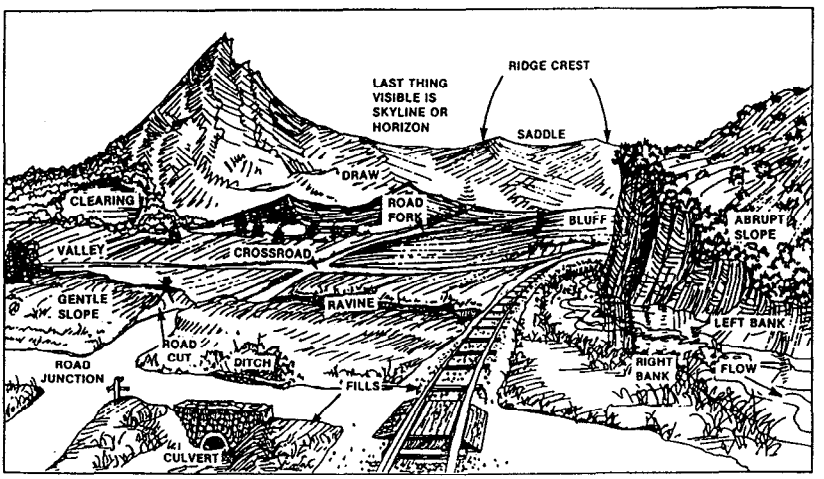

Figure 1-1. Natural and Artificial Terrain Features.

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(1) At night, the stars provide an excellent means of maintaining a line of march. In the North Temperate Zone, the Big Dipper is one key to determining direction. This constellation is made up of seven fairly bright stars in the shape of a dipper with a long curved handle. (See fig. 1-2.) If the Big Dipper can be seen, the two stars which form the side of the cup farthest from the handle are used as pointers. These pointers aim at a bright star which is about five times the distance between the two stars of the dipper cup. This bright star is the North Star and is directly over the North Pole. The pointers always point at the North Star, which is the direction of true north.

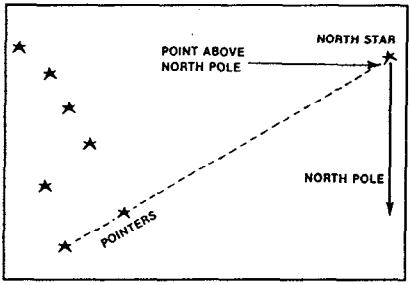

Figure 1-2. Locating the North Pole.

(2) In the Southern Hemisphere, true south is located in relation to the Southern Cross. Two bright pointer stars in the vicinity of the Southern Cross serve as locators to help pick out the correct group of stars. (See fig. 1-3.) There are five stars in the Southern Cross. The outer four are fairly bright, and form a cross. This cross is imagined as the frame of a kite. A straight tail, four and one-half times as long as the length of the kite itself, is put on the kite using finger widths for a measuring stick. The end of this tail will be close to a position directly over the South Pole. Usually, it will not be possible to see a star in the immediate vicinity, because there is no visible bright star directly above the South Pole.

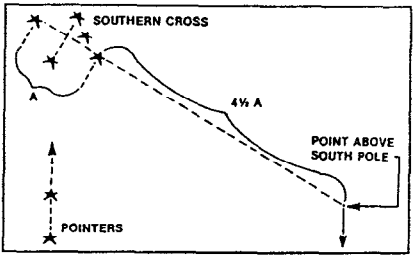

Figure 1-3. Locating the South Pole.

(3) During daylight hours, a watch and the sun can be used to determine direction within eight degrees.

(a) In the North Temperate Zone, the watch is held horizontally, face up, and the hour hand pointed at the sun. (See fig. 1-4.) The north-south line and the direction of south can be found midway between the hour hand and the number 12, if the watch is set on standard time. If in daylight savings time, the direction of south is found midway between the hour hand and the number 1.

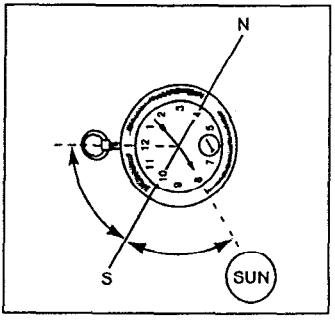

Figure 1-4. Determining Direction by Watch and Sun – North Temperate Zone.

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(b) In the South Temperate Zone, if the watch is set on standard time, the number 12 on the watch is pointed at the sun; if the watch is set on daylight savings time, the number 1 is pointed at the sun. North is midway between 12 (or 1) and the hour hand. (See fig. 1-5.)

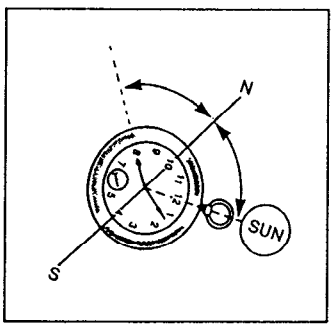

Figure 1-5. Determining Direction by Watch and Sun—South Temperate Zone.

(c) When laying in a north-south line, if there is any doubt as to which end of the line is north, remember that the sun is in the east before noon and in the west in the afternoon.

(4) In addition to the sun and stars, there are other methods a scout without a compass can determine direction. Knowledge of the direction of prevailing winds can be of assistance. A high mountain may be used as an orientation guide. By previous study of maps and photographs, a scout can keep informed of location as well as direction by using a distinctive edge of woods, a deep ravine, or the direction of flow of a stream. A scout should constantly evaluate both the immediate terrain and general area for prominent features and landmarks. He will need the recollection of them on the way back.

b. Compass. The best method of finding direction, both day and night, is with a compass.

(1) **Types.** The lensatic and M2 compasses are the two types issued to infantry units. The type described here is the lensatic compass. Since all compasses work on the same principle, a Marine who understands how to use the lensatic compass can easily learn to use the M2. (See fig. 1-6.)

(2) **Lensatic Compass.** The standard compass for general use in the Marine Corps is the pivot-mounted lensatic compass, so called because azimuths are read through a magnifying lens in the eyepiece. Figure 1-6 shows the lensatic compass and its nomenclature. The meter graphic scale on the side of the compass is 1:50,000 which is the most used scale in military mapping. The graphic scale is useful in the field as a straight edge, as an aid in orienting the map, and as a means of reading grid coordinates. The dial is plastic and is graduated in both degrees and mils. Numbers on the dial are printed in black. There are luminous markings on the bezel, floating dial, and on both ends of the sighting wire plus a 3-degree bezel serration and clicking device which permit reading azimuths at night. The compass is carried in a nylon case that may be attached to the cartridge belt.

(3) **Local Magnetic Attraction.** Magnetic compasses are affected by the presence of iron or magnetic fields. Consequently, great care should be taken not to be within the influence of local magnetic attraction while using a compass to determine direction. The rifle, pistol, and other metal objects must be laid aside when reading the compass. The following are the minimum safe distances for visible masses of iron and electrical fields of magnetism:

	METERS
High tension power lines	60
Field guns	20
Vehicles (wheeled or tracked)	20
Telephone and telegraph wires	10
Barbed wire	10
Machinegun	3
Rifle, pistol	1

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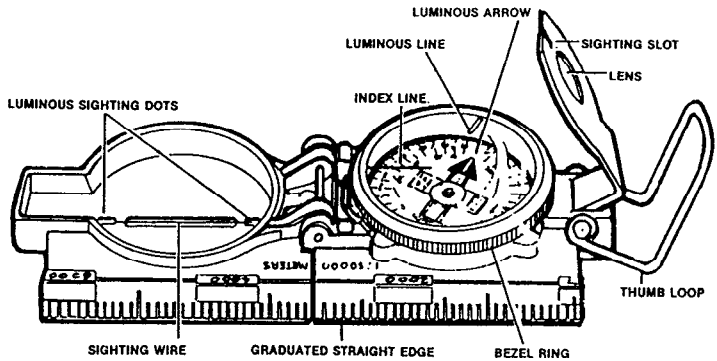

Figure 1-6. Lensatic Compass.

(4) Use

(a) **Reading an Azimuth.** To read an azimuth to any point, the cover of the compass is raised to an angle of 90 degrees in relation to the index face, and the eyepiece lifted to an angle of 45 degrees in relation to the bezel, or so that the numbers on the dial can be seen. The thumb of either hand is placed in the thumb loop, the index finger extended along the side of the compass case, and the remainder of the hand closed. The closed hand and wrist are grasped with the other hand. The elbows are drawn in close to the body so as to form a firm foundation for the compass. The eye is placed to the lens on the eyepiece. The compass is pointed at the object or point to which the azimuth is to be read. A sighting is taken through the sighting slot in the eyepiece, and the point is lined up with the sighting wire in the cover. The compass is held until the dial steadies; then the reading is taken through the lens of the eyepiece. This reading is the magnetic azimuth of the line from the observer to the point.

(b) **Reading a Back Azimuth.** A back azimuth is the direction opposite the line of sight. The back azimuth is obtained by adding 180 degrees if the azimuth is less than 180 degrees; if it is more, subtract 180 degrees. Back azimuths are useful in determining a return route and for resection to determine one's own position.

(5) Following an Azimuth

(a) **During the Day.** Use the same procedure as outlined in paragraph 1203b(4), for reading an azimuth to any point. The eye is placed to the lens in the eyepiece and the compass moved until the desired azimuth reading can be seen beneath the fixed index. Without moving the compass, the vision is shifted from the lens through the sighting slot in the eyepiece, and a sighting is taken out beyond the sighting wire in the cover. A prominent feature on this line of sight is selected, the compass closed, and the chosen landmark approached. When you reach the landmark, repeat the procedure just outlined.

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(b) At Night

1 Before departing on a night movement, it is necessary to prepare and set the compass. At night, all that can be seen are the luminous parts of the compass. In order to prepare the compass for night use, these luminous parts must be fully charged by sunlight or artifical light, such as a flashlight. To set the compass prior to night movement—

- Move the compass so that the desired azimuth on the dial is directly under the index line on the lower glass.
- Rotate the upper movable glass so that the luminous line is directly above the north arrow of the dial.
- Set the compass for marching at night on the specified azimuth.

2 Another method of setting the compass at night is to—

- Face in the general direction in which to go.
- Line up the north arrow and the luminous line on the bezel with the luminous sighting dots.
- Hold the compass still with one hand and grip the knurled bezel ring with the other hand.
- Turn the bezel ring the prescribed number of clicks in the proper direction, remembering that each click equals 3 degrees. Thus, to then set an azimuth of 21 degrees, the bezel ring would be turned 7 clicks to the left.
- Turn the whole compass until the north needle lines up with the luminous line. The compass is then set on the desired azimuth. The azimuth is the line formed by the two luminous sighting dots on the inside of the cover.

3 To march on this pre-set azimuth during night movement, open the compass and move it so the north arrow is directly below the luminous line. Move in the direction of the line formed by the two luminous sighting dots. It is necessary to refer to the compass more frequently at night. (See fig. 1-7.) If stars are visible, find a prominent star along the azimuth of movement to use as a reference point. When the view of the sky is restricted by overcast or vegetation, send a scout forward along the azimuth of movement to the limit of visibility. This scout is guided along the azimuth of movement by a stationary navigator. When the scout reaches the limit of visibility, he is halted by the navigator who then moves to the scout's location. This process is repeated until the destination is reached.

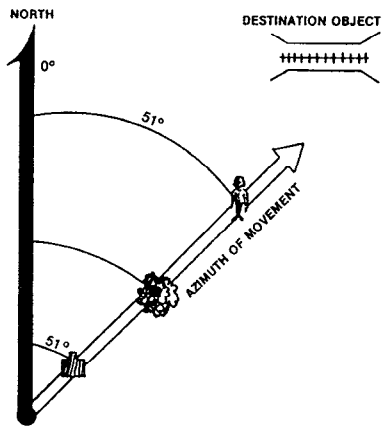

Figure 1-7. Following a Night Azimuth.

4 A more rapid method is to equip both the point scout and navigator with compasses. Both men set their compasses as in the preceding paragraphs and the point man proceeds on the specified azimuth, receiving right and left corrections from the navigator while both are on the move. The point scout must stay within visual range of the navigator. If available, a strip of white or luminous tape on the back of the point scout's helmet will assist.

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(6) Going Around Obstacles While Moving on an Azimuth. When a scout is traveling on an azimuth and comes to an obstacle, such as a contaminated area, minefield, or swamp, the following procedure (sometimes referred to as the 90-degree offset method) is employed to go around the obstacle. (See fig. 1-8.)

- Move up to the obstacle and make a full 90-degree turn to the right (left).
- Walk beyond the obstacle, keeping track of the distance in paces or meters.
- At the end of the obstacle, face in the original direction of march, and follow that azimuth until the obstacle has been passed.
- Make a 90-degree turn to the left (right) and move the distance previously measured to return to the original line of march.
- Face 90 degrees right (left) and continue the march on the original azimuth.

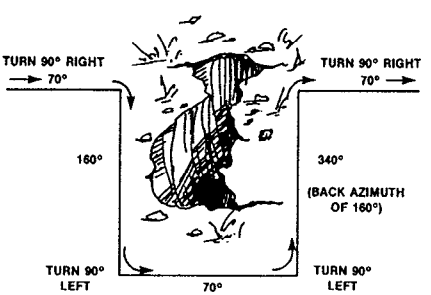

Figure 1-8. Going Around an Obstacle While Moving on an Azimuth.

(7) Intersection. Intersection is the location of an unknown point by successively occupying at least two but preferably three known positions and sightings on the unknown point. It is used to locate features that are not defined on the map or which are not readily identifiable. Intersection is accomplished as follows: (See fig. 1-9.)

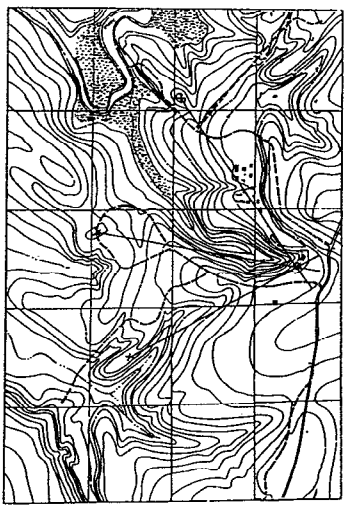

Figure 1-9. Intersection.

- Orient the map using the compass.
- Locate and mark your position on the map.
- Measure the magnetic azimuth to the unknown position; convert to grid azimuth.
- Draw a line on the map from your position on this grid azimuth.
- Move to a second known position from which unknown point is visible. Locate this position on the map and again orient the map using the compass.
- Repeat the two previous steps above.

(a) As a check on accuracy, move to a third position and repeat the first four steps.

(b) Where the lines cross is the location of the unknown position. Using three lines, a triangle is sometimes formed instead of an intersection. This is called the *triangle of error*. If the triangle is large, recheck your work to find the error. Do not assume that the position is at the center of the triangle.

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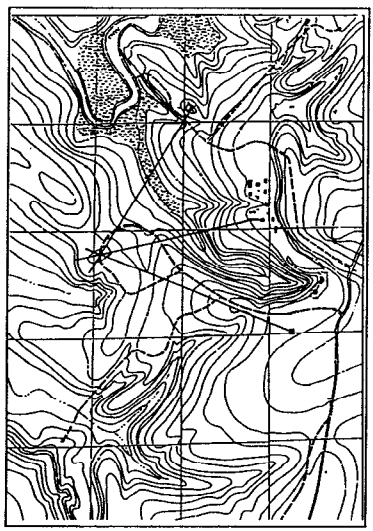

Figure 1-10. Resection.

(8) Resection. Resection is the location of the user's unknown position by sighting on two or three known features which are identifiable on your map. Resection is accomplished as follows: (See fig. 1-10.)

- Orient the map using the compass.
- Locate two or three known positions on the ground and mark them on the map.
- Measure the magnetic azimuth to a known position; convert to grid azimuth.
- Change the grid azimuth to a back azimuth and draw a line on the map from the known position back toward your unknown position. (See par. 1203b(4)(b).)
- Repeat last two steps for a second known position.

(a) For a check on your accuracy, repeat the steps above for a third known position.

(b) The intersection of the lines is your location. Using three lines, a *triangle of error* may be formed. If the triangle is large, recheck your work.

(c) For more detail, see FM 21-26, *Map Reading*.

1204. Range Determination

Range determination is the method of finding out how far it is from an observer to an enemy target or any distant object. By accurate range determination the members of a given unit are able to set their sights correctly and place effective fire on enemy targets.

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Section III. Estimating Enemy Strengths and Knowing the Enemy

1301. Estimating Enemy Strengths

A commander will very often act on information furnished by his scouts. A scout must aim, therefore, at absolute accuracy in reporting enemy activity.

Much valuable experience may be gained by a scout in estimating strengths if he observes friendly forces. He should carefully observe units of different sizes in camp, on the march, and deployed. The knowledge gained during field exercises of the appearance and tactical dispositions of squads, platoons, companies, and larger units will be of great assistance in estimating the strength and composition of enemy units observed under various conditions. If troops cannot be counted, their strength may be estimated by noting the length of time it takes various types of moving columns to pass given points, by the area required of a unit in camp or bivouac, or by the front on which they are deployed. When the ground is dry, infantry on the march raises a low, thick cloud of dust, and motor vehicles or mechanized units raise a thick, rapidly moving cloud. Additionally, through practice, a scout may gain information as to the strength and composition of enemy forces by observing lights, fires and smoke, and listening to noises.

1302. Interpretation of Signs and Tracks

In addition to estimates made through direct observation, a scout may often be able to estimate the size, composition, direction and rate of movement, condition, discipline and state of training, and morale of enemy forces through telltale signs and tracks left by them.

a. Signs

(1) The examination of vacated enemy positions provides valuable information. The extent of a bivouac or defense area ordinarily indicates the number of enemy who have occupied it. Clothing, ration containers, dumps, etc., further indicate the size of the departed enemy force. The condition of the bivouac area and amount of material abandoned gives an indication of the enemy morale, training, and discipline. A well policed area indicates good discipline. Rubbish, ration and smoking residue, and adrift nonessential personal items of equipment indicate a lower state of morale, training, and discipline. Stores and material left behind in good condition may indicate a hasty movement or withdrawal. Burned or destroyed materials indicate a deliberate, orderly withdrawal or movement. Letters, insignia, and other articles may reveal the identity of the enemy unit.

(2) In the case of a moving enemy, the distance between periodic halts indicates the rate of march if enemy habits relative to marches and halts are known. Condition of the halt areas indicates the state of morale, training, and discipline.

(3) Physical condition of enemy dead and wounded as well as the condition of their personal equipment and weapons should be noted. General condition and state of maintenance of destroyed or abandoned vehicles should also be reported.

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b. Tracks. A track is a mark left on the ground by the passage of a person or object. Examination of tracks reveals information about the enemy.

(1) **Troops.** A few tracks overlapping each other on both sides of a road or trail may indicate a patrol in staggered formation. A large number of tracks indicates troops in column of twos or files. A large column wears a dry road smooth and flat. In damp terrain, a freshly made track has sharp edges and, ordinarily, signs of moisture which disappear in about 15 minutes. A running man digs his toes into the ground; a walking man's footprint is fairly even.

(2) **Vehicles**

(a) The type of track indicates whether the vehicle is wheeled or tracked. By observation of vehicle tracks during training, a scout acquires the necessary experience to make the proper determination.

(b) The direction of travel can be determined by the way tracks pass across ruts, by impressions on the edges of holes in the ground, how water is splashed from puddles, or by the way grass, twigs, and branches are bent.

1 A vehicle, wheeled or tracked, entering a rut pushes dirt into the rut and leaves an indentation on the side of the rut it exits from.

2 A wheel going over holes in the ground leaves a deeper impression on the edge toward the direction of travel.

3 The scout positions himself about 5 feet from the puddle so that his line of sight to the puddle is perpendicular to the vehicle track. Looking to his left and to his right, he notes which side shows the greater indication of splash. That is the direction the vehicle is traveling.

4 When traveling cross-country, the direction in which grass is bent and/or twigs, branches, and bushes are broken indicates direction of travel.

(c) General rate of speed can be estimated by the amount of water or mud splattered. Fast-moving vehicles throw larger amounts of water or mud a greater distance to the front and sides than slow-moving vehicles and leave a deeper impression on the exit edge of holes. The faster the travel, the deeper the impression.

1303. Knowing the Enemy

A scout should learn as much as he possibly can about enemy psychology, habits, organization, and tactics. The more he knows about the enemy, particularly his normal security measures, the better he is able to observe and obtain accurate information with the minimum risk of failing in his missions. Much of this knowledge is gained by experience; but a great deal of preliminary information, particularly that pertaining to enemy organization and tactics, is acquired during training and may be updated by unit commanders and intelligence officers.

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Section IV. Daylight Scouting

1401. Cover and Concealment

A scout must be able to operate in all types of terrain under all conditions of visibility. To do so properly, he must be thoroughly familiar with the principles for utilizing cover and concealment, individual movement, and route selection, both to and from his objective.

a. Definition

(1) Cover is protection from the fire of hostile weapons.

(2) Concealment is protection from observation or surveillance from hostile air and ground observation, but not from hostile fire.

(3) Both cover and concealment are divided into two main categories, *natural* and *artificial*. Natural cover includes small hills, ditches, rocks, or vegetation. Fighting holes, bunkers, and brick walls are examples of artificial cover. Some features, such as buildings, provide both cover and concealment. If a scout is offered a choice between cover or concealment, he must choose the one which best enables him to complete his mission.

b. Principles of Individual Concealment. The principles of individual concealment are to—

(1) Remain motionless while observing. Anything in motion attracts the eye.

(2) Use all available concealment. Always conduct yourself as if you are being watched.

(3) Observe from the prone position. It offers a low silhouette which makes detection by the enemy difficult.

(4) Expose nothing which glistens. Reflection reveals location.

(5) Blend with the background. Contrasting colors are very noticeable.

(6) Stay in the shade. Moving shadows attract attention.

(7) Break regular outline of objects. Most military objects have a distinctive shape which makes shadows and silhouettes obvious. Therefore, it is necessary to distort or change the outline of all identifiable objects. Paragraph 1402 describes methods used to accomplish this.

(8) Keep away from the skyline. Figures on the skyline can be seen from great distances and are easily identified by their outlines.

c. Techniques for Individual Concealment. (See fig. 1-11.) The following techniques for concealment will help camouflage a scout.

(1) Look around the side of an object when observing, unless you can see through it. You are ready to fire if necessary.

(2) Fire around the side of or, if possible, through an object. Looking or firing over an object can provide the enemy with an easily visible target. If it is absolutely necessary to look or fire over the top of concealment or cover, be sure that the outline of the head or helmet is broken.

(3) Upon the approach of an airplane, take a prone position, face down, and remain motionless. If surprised by an airplane, remain in place and do not look up.

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Figure 1-11. Correct Use of Cover and Concealment.

(4) Cover exposed parts of the body such as the face, back of the neck, and hands with grease paint, mud, or other materials to reduce reflection of sunlight.

(5) Improvise necessary camouflage for equipment from garnishing or sandbags to prevent reflection from the sun.

(6) Wear white overgarments that blend with snowy terrain.

(7) Adjust the helmet cover to break up the outline of the helmet.

1402. Camouflage

a. General. Camouflage is the use of concealment and disguise to minimize the possibility of detection and/or identification of troops, material, equipment, and installations. The purpose of camouflage is to provide concealment of military objects from enemy observation. Camouflage is also used to conceal an object by making it look like something else. A scout's mission usually requires him to camouflage himself and his equipment. If natural camouflage is not adequate, he will have to camouflage his position. In using camouflage, a scout should remember that—

- Objects are identified by their form (outline), shadow, texture, and color.
- The principal purpose of camouflage in the field is to prevent direct observation and recognition.

b. Individual Camouflage. Successful individual camouflage involves the—

- Ability to recognize and take advantage of all forms of natural and artificial concealment available (vegetation, soil, debris, etc.).
- Knowledge of the proper use of artificial camouflage materials.

c. Aids to Individual Camouflage. A scout must recognize the dominant color and pattern of the terrain over which he is working and must change the appearance of his clothing and equipment accordingly in order to blend with the terrain. (See fig. 1-12.)

(1) Camouflage the helmet by breaking up its shape, smooth surface, and shadow. A helmet cover works best for this. In the absence of a helmet cover, blotch mud irregularly on the helmet to disguise its form and dull the surface. A helmet cover may be improvised from irregularly colored cloth or burlap to blend with the background. Drape foliage to prevent the visor of the helmet from casting a dark shadow across the face. Do not allow the foliage to stick up like plumes as head movement causes the foliage to move and gives away the position.

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Figure 1-12. Avoid Contrasting Backgrounds.

(2) A small, thin bush in the shadow of a large bush makes a good observation point. Lone trees, rocks, fence corners, and outstanding landmarks are easily picked up by the enemy as obvious observation posts.

(3) If camouflage clothing is not available, dab other available clothing in irregular splotches of appropriate colors.

(4) Exposed skin reflects light and attracts the enemy's attention. Even very dark skin will reflect light because of its natural oil.

(a) Camouflage face paint sticks are issued in three standard two-tone sticks as follows:

- Loam and light green for light skinned troops, in all but snow regions.
- Sand and light green for dark skinned troops.
- Loam and white for all troops in snow-covered terrain.

(b) Paint shine areas (forehead, cheekbones, nose, and chin) with a dark color. Paint shadow areas (around the eyes, under the nose, and under the chin) with a light color. Paint exposed skin on the back of the neck and hands. When available, use issue-type face paint camouflage stick to apply a two-color combination in an irregular pattern. (See fig. 1-13.)

(c) Use burnt cork, charcoal, or lampblack to tone down exposed areas of skin when issue-type face paint sticks are not available.

(d) Use mud in an emergency. Remember that mud changes color as it dries and may peel off, leaving the skin exposed. Remember too, that mud may contain harmful bacteria, therefore if used, it should be washed off as soon as possible.

(e) Use the buddy system when applying camouflage. Work with another Marine and check each other.

(5) Any equipment that reflects light should be covered. The straight line of the rifle or other infantry weapons may be very conspicuous to an enemy observer. Wrap the barrel and hand guard with strips of contrasting colored cloth or tape to break the regular outline. Mud or dirt dulls the reflecting surface of the stock, barrel, and bayonet where coloring has been worn. Lampblack may also be used on metal parts.

(6) Time, materiel, and surroundings permitting, construct a ghillie suit. (See FMFM 1-3B, *Sniping*.)

d. Aids to Position Camouflage. To successfully camouflage a position, the scout must remember to –

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Figure 1-13. Camouflage for the Face.

(1) Camouflage the position immediately upon occupancy.

(2) Avoid using too much material for camouflage. Even though natural materials are used, too much may make the object and its shadow stand out from its surroundings, thus attracting the attention of a hostile observer.

(3) Inspect completed camouflage work from the enemy's point of view to see if it is effective.

e. Camouflage is Continuous. Camouflage around and on the scout's position must be maintained in a fresh condition as wilted and dead foliage gives away the location.

1403. Individual Movement

a. Principles

(1) Move from one concealed position to another. When not changing position, remain motionless.

(2) To observe, lift the head slowly but steadily without abrupt movements.

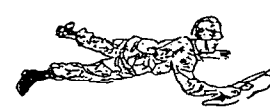
(3) Select the next stopping place before moving and make certain that it does not contain an enemy.

(4) When changing position by running, spring up, run with the body bent low, zigzag, and drop to the deck quickly, a little to the right or left of the objective. Then roll or crawl to the desired position.

b. Rushing

(1) Starting From the Prone Position

(a) Slowly and steadily raise the head and select a new position.



(b) Slowly lower the head, draw arms inward, cock right leg forward, and prepare to rush.

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(c) With one movement, raise the body by straightening both arms.

(d) Spring to your feet, stepping off with the left foot.

(2) Running. When running, bend forward as low as possible. Never advance directly to the next position; always zigzag.

(3) Hitting the Deck

(a) Stop and plant both feet in place.

(b) Drop quickly to the knees and slide the hand to the heel of the rifle.

(c) Fall forward, breaking your fall with the butt of the rifle.

(d) In order to confuse the enemy, roll over after hitting the deck and roll into firing position with feet, knees, and stomach flat on the ground.

(e) Keep head down if you do not intend to fire.

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(4) **Rolling Over.** Hit the deck and assume a prone position.

(a) From the prone position, bring the rifle in close to the body, rifle butt in the crotch.

(b) Roll over swiftly to confuse any enemy observers as to final intended location. Never reappear at the same place you went down.

c. Low Crawl. The low crawl is used when cover and concealment are scarce, when the enemy has good observation over the area in which the scout is moving, and when speed is not essential.

(1) Keep the body as flat as possible against the ground. Grasp the rifle sling at the upper sling swivel. Let the balance of the rifle rest on the forearm and let the butt of the rifle drag on the ground. Keep the muzzle off the ground.

(2) To start forward, push arms forward and pull right leg forward.

(3) To move forward, pull with arms and push with right leg. Change the pushing leg frequently to avoid fatigue.

d. High Crawl. The high crawl may be used when cover and/or concealment are available, when poor visibility reduces enemy observation, and when greater speed of movement is required.

(1) Keep body off the ground. Rest weight on forearms and lower legs. Cradle rifle in arms, keeping the muzzle off the ground. Keep knees well behind the buttock to stay low.

(2) Move forward alternately advancing right forearm and left knee; then left forearm and right knee.

e. Aids to Movement

(1) Carry only necessities. Additional weight causes premature fatigue and impedes free movement.

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(2) Do not disturb birds or animals whose flight would betray your presence. If birds or animals are alerted, remain motionless under cover for a few minutes, as the enemy's attention may also be attracted to your location.

(3) Move during any incident that diverts attention away from you, such as an airplane flight, a distant disturbance, or sudden bursts of fire.

(4) Fog, smoke, or even light haze offers concealment for movement.

(5) Follow a stream or road staying as far away from them as possible while still keeping them in sight. Keep close to the dune line when moving along a beach.

(6) When moving through tall grass or similar growth, move when the wind blows, changing direction frequently. A straight route will be noticed more readily.

(7) Whenever possible, avoid soft ground and other areas so as not to leave tracks.

(8) When crossing a road or water obstacle, choose crossing sites where the enemy's observation is restricted (an area in shadows or near a bend) and cross rapidly.

1404. Selection of Routes

a. Prior to Movement. Before starting on a mission, a scout and his immediate commander conduct a map reconnaissance. This assists them in selecting the route according to cover and concealment available and any indicated enemy activity.

(1) Prior to and during the course of the mission, move to an observation point to visually reconnoiter the terrain over which you must move and select the tentative route. It may be necessary to make wide detours around open spaces or those containing enemy patrols or other enemy activity.

(2) Carefully study the country to be traversed and fix in your mind the general features, streams, ridges to be crossed, and their relation to the general direction to be taken. (See fig. 1-14.)

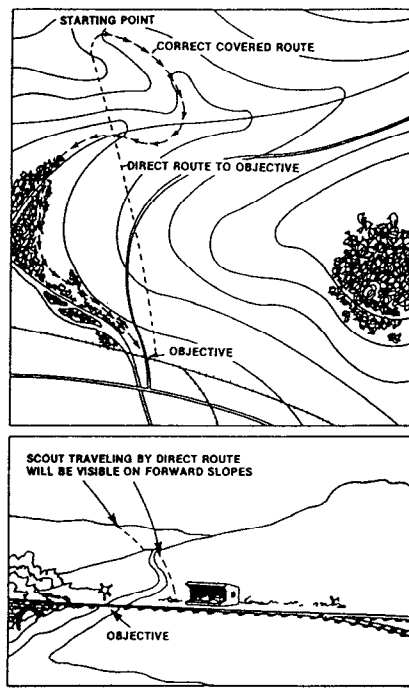

Figure 1-14. Choosing a Concealed Route of Advance From a Map.

(3) Make notes of terrain features and landmarks along the proposed route and rely on notes for guidance. (See fig. 1-15.) Additionally, determine the compass direction and readings for each change of direction at the start. Finally, ascertain the location of unit boundaries and observation/listening

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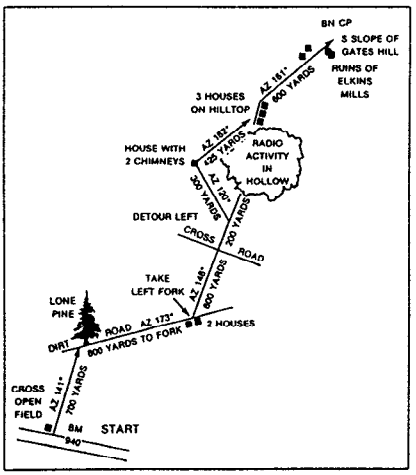

Figure 1-15. Sketch Showing Directions, Distances, and Landmarks for a Proposed Route.

posts as well as general location of other friendly or scouting parties.

(4) Avoid using the same route when returning to your own lines.

b. En Route. En route, the actual advance will be a series of movements from one observation point to the next. The distance and route will depend on cover and terrain. As you progress, assess the cover, terrain, and any enemy or civilian activity to determine if you must modify the approach or return routes. Unless the mission requires it, avoid danger areas (e.g., houses, villages, potential assembly or bivouac areas, roads, streams) where you might be observed. When required to reconnoiter danger areas, choose a covered approach and return, and make entry or passage as quietly and quickly as possible. If you are part of a larger effort, the approach and return should be covered by observation and fires of the other members of the scouting party or patrol.

c. Stream Crossings. When the crossing does not appear to be held by the enemy, advance upon it rapidly. If there are two or more scouts, one crosses while the other(s) protects him. Note the length, width, depth, and approaches to a crossing. Observe the condition of the road or trail which crosses the stream, and report on the suitability of the crossing for use by tracked and wheeled vehicles. If the crossing is under observation by the enemy, seek another crossing site or dash across to avoid detection.

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Section V. Nighttime Scouting

1501. Considerations

Night scouting presents many of the same problems encountered in day operations such as cover, concealment, movement, and camouflage. However, there are certain additional problems.

a. Night Vision. You can see much more in the dark than you realize. To take maximum advantage of this ability, you must understand how your eyes are constructed and how best to use them to see under conditions of poor visibility.

(1) **Eyes.** Certain parts of your eye correspond to parts of a simple camera. (See fig. 1-16.)

(a) The lens focuses light entering the eye just like the lens of a camera.

(b) The iris (colored part of your eye) corresponds to the diaphragm of a camera, opening and closing to regulate the amount of light entering the eye through the pupil.

(c) The retina corresponds to camera film. Light rays strike the retina, form an image, and cause an impression to be transmitted to the brain through the optic nerve. The brain tells us what we see. In a camera, the image is formed and fixed on film.

(2) **Day and Night Eyes.** The retina is composed of cone cells and rod cells, so-called because of their shapes.

(a) Cone cells enable you to see color, shape, and sharp contrast. A great deal of light is required to activate them, and they are blind during periods of low illumination. For this reason, they are your day eyes.

(b) Rod cells produce a chemical substance called visual purple which makes them active in darkness or periods of low illumination. They are your night eyes. Rod vision enables you to distinguish black, white, and shades of gray and to distinguish general outlines.

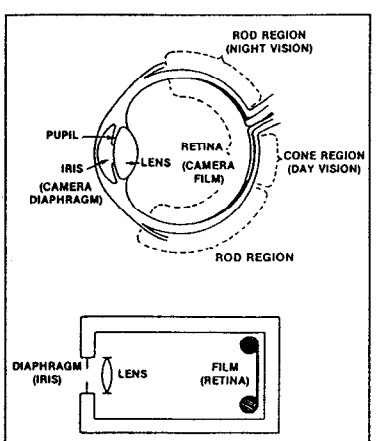

Figure 1-16. The Eye is Like a Camera.

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(3) **Seeing at Night.** Using your eyes effectively at night requires the application of the principles of night vision—dark adaptation, off-center vision, and scanning.

(a) *Dark adaptation* means allowing your eyes to become accustomed to low levels of illumination. It takes about 30 minutes for the rod cells to produce enough visual purple to activate them and enable you to distinguish objects in dim light. This may also be accomplished by staying in a red-lighted area, or by wearing red goggles for 20 minutes, followed by 10 minutes in darkness (to allow the pupils to open wide). This method saves valuable time by allowing you to be in a lighted area to receive orders, check equipment, or perform some other function before moving into darkness.

(b) *Off-center vision* is the technique of keeping your attention focused on an object without looking directly at it. When you look directly at an object, the image is formed on the cone region which is not sensitive at night. (See fig. 1-17.) When you look slightly to the left, right, above, or below an object, the image is formed on the area of the retina containing rod cells which are sensitive in darkness. The most-sensitive area varies in individuals, but usually is found by looking 6 degrees to 10 degrees away from an object. (See fig. 1-18.) In effect, you look out of the corner of your eye.

(c) *Scanning* is using off-center vision to observe an area or an object. When you use rod vision, the visual purple in the rod cells being used bleaches or blacks out in 4 to 10 seconds and the object observed disappears. As the visual purple in the rod cells in one area bleaches out, you must shift your eyes slightly so fresh rod cells are used. Move your eyes in short, abrupt, irregular movements over and around your target. (See fig. 1-19.)

(4) **Preserving Night Vision.** Night vision is quickly destroyed if bright light is allowed to enter the eye. If this cannot be avoided, such as when you must enter a lighted area, or observe in a temporarily lighted area (illumination, flares), close and cover one eye to preserve the night vision in that eye. When the light goes away, or you leave the lighted area, the night vision retained by your protected eye enables you to see until the other eye becomes adapted to the darkness.

(5) **Other Factors.** Fatigue, lack of oxygen, long exposure to sunlight, alcohol, and nicotine from smoking in the system within the past 48 hours, all temporarily decrease night visual acuity; age also affects it. When night vision has been attained, straining will not make it more effective. However, practice in identifying objects at night will improve perception.

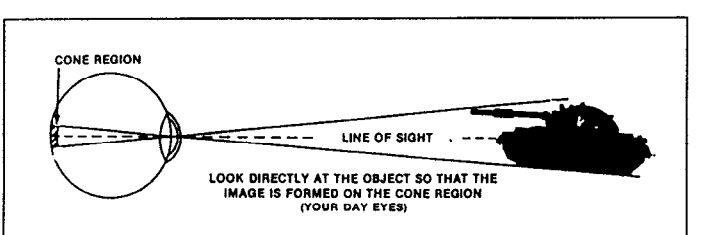

Figure 1-17. Day Vision.

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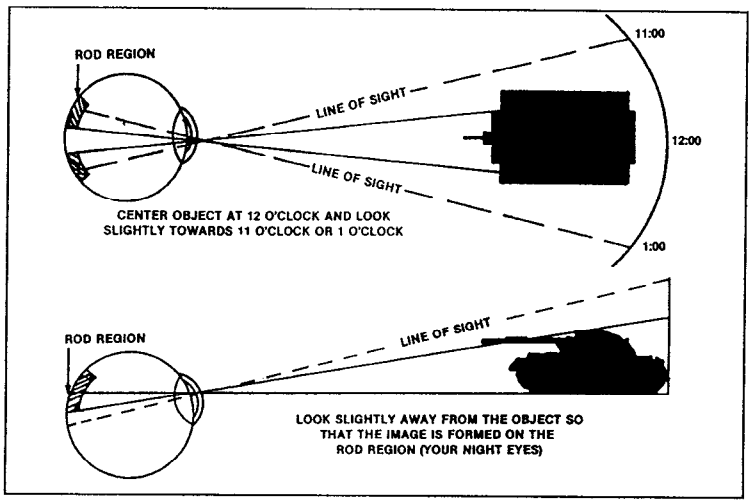

Figure 1-18. Night Vision.

b. Appearance of Objects. Darkness not only makes it difficult to see objects but changes their appearance and apparent size. Also, details are blotted out. A tree seen against the night sky appears smaller than in the daytime because the twigs at the end of branches cannot be seen. A scout must train himself to identify objects by block outlines at night. He cannot rely on details that are visible in daylight. Binoculars help make it possible to see objects or parts of objects that would otherwise be too small to be seen at all and help to identify objects already spotted. Night observation devices increase night visibility and should be used whenever possible.

c. Sound. At night, sounds become very important. A scout depends to a large extent on his ears to gain information about the enemy and he must exercise care to keep the enemy from hearing him.

(1) Stop frequently to listen. If wearing a helmet is required, remove it so that sounds are not distorted with the helmet over the ears.

(2) Learn to listen for long periods in perfect silence. You can also hear better with the mouth open.

(3) Sounds are transmitted a greater distance in wet weather and at night than in dry weather and in the daytime.

(4) By holding the ear close to the ground, you can hear such sounds as people walking and vehicles moving.

(5) Sound travels approximately 370 meters a second. When you see a flash from a fired weapon, you can often estimate the range to the weapon. Count the time interval between the flash and hearing the report; e.g., if you count to three (one thousand one, one thousand two, one thousand three), the distance is 1,110 meters. The cadence is determined by actual practice at known ranges.

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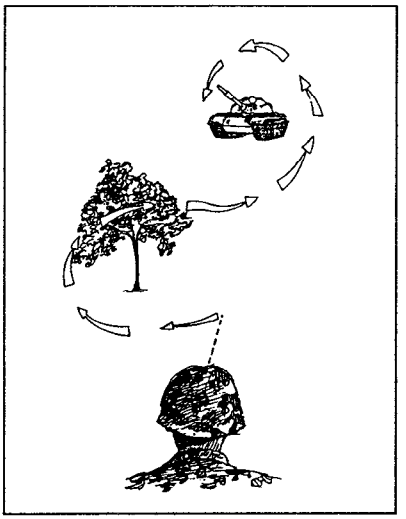

Figure 1-19. Scanning.

d. Smells. A scout's sense of smell may warn him of enemy fires, cooking, motor parks, gasoline and diesel engines, and bodies of water.

e. Touch. A scout must be able to feel and recognize objects in the dark. He must be able to adjust and operate his equipment quietly by sense of touch alone.

f. Dress

(1) Secure all loose clothing to prevent snagging on barbed wire, brambles, and brush. Use string or tape to tie it down.

(2) Swing the belt buckle around to the side, so you can move in a prone position without scraping the buckle against stones or hard surfaces.

(3) Tape identification tags together to prevent rattling.

(4) Blacken hands, face, and neck so they do not reflect light or appear as white spots in the darkness. (See par. 1402c[4]).

(5) Use the helmet cover if you are wearing a helmet. It will muffle the sound if you strike against low branches.

g. Weapons. Scouts are normally armed with rifles. If the rifle is carried, tape the sling to prevent rattling. Check all parts of weapons to identify and eliminate any possible glare.

h. Concealment. Although total darkness provides concealment, there will be many moonlit nights when a scout must observe the same principles of concealment as in the daytime. Assume that the enemy will employ night observation devices and observe the principles of night movement so that your presence is not disclosed by noise when close to the enemy.

1502. Aids to Night Scouting

The following points will be of assistance in performing night scouting missions:

- Carry out scouting missions close to or within hostile positions on dark or rainy nights.
- When the enemy is using many flares, he probably has few patrols out; when he is not employing flares, his patrols are likely to be numerous.
- Stop a threatening sneeze by pressing upward with the fingers against the nostrils.
- Stop a threatening cough by using a slight pressure with the finger on the Adam's apple.
- Yawn to stop a ringing noise in the head which interferes with hearing.

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- Speak softly without whispering if voice communication is necessary. Whispering can be heard at a distance.

- Avoid delay by moving boldly and rapidly when firing is going on. Take advantage of any sound, such as shelling, wind rustling, or distant firing, to push forward.

- Avoid shell craters and depressions in damp weather when the enemy has been using chemical munitions.

- Do not strain the eyes by concentrating on one object too long.

- If caught in a flare which bursts in the air, freeze or drop quickly in the split second after the flare illuminates while the enemy is blinded. If you hear the flare fired, drop to a prone position before it illuminates. Never look at a flare. You are an easy target for the enemy if the flare bursts in the air or on the ground behind you. If you activate a trip flare, drop to the ground and crawl away from the illuminated area.

- Consider all encountered patrols or individuals hostile until proven friendly. If encountering somebody, crouch low, silhouetting the approaching person against the sky. At the same time, make yourself an indistinct target in case the person encountered proves to be an enemy.

- Do not return fire if fired on when close to enemy positions, except to avoid capture.

1503. Movement

a. Principles. To accomplish a scouting mission at night, a scout must be able to move silently.

(1) Advance in bounds (short moves). Each bound should follow some terrain feature which serves as a guide. When there are no terrain features to serve as guides, move in a straight or nearly straight line from one defined point to another, or maintain direction by using a compass.

(2) Except in an emergency, do not run at night.

(3) During movement, take advantage of sounds which may distract the enemy.

(4) If you lose your balance and fall, fall silently without making an outcry.

b. Walking

(1) When walking at night, carry the weight of the body balanced on the rear foot until a secure spot is found for the forward foot.

(2) Lift the forward foot high to clear any stiff grass, brush, or other obstruction.

(3) With the weight still balanced on the rear foot, lower the forward foot gently, toe first, to explore the ground for objects which might make a noise.

(4) Then lower the heel of the forward foot slowly and gradually transfer the weight of the body to that foot.

c. Creeping. The low crawl and high crawl are not suitable at night when very near the enemy. They make a shuffling noise which is too easily heard.

(1) Creep at night on the hands and knees.

(2) Lay the rifle on the ground at your side.

(3) Use your hands to feel for twigs, leaves, or other substances that might make a noise. Clear a spot to place your knee. Keeping your hand at that spot, bring your knee forward until it meets your hand. Then place your knee on the ground and repeat the action with the other hand and knee.

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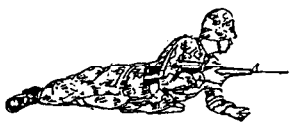
(4) Clear an area for your rifle. Lift it up and move it forward. Movement is slow and tedious, since it must be done silently.

d. Hitting the Deck at Night

(1) From the standing position, advance your left leg, place the butt of the rifle in your right armpit, and grasp it with the right hand at the balance.

(2) Quietly drop down on the right knee and left hand.

(3) Move the left leg carefully to the rear, and then move the right leg to the rear.



(4) Lie flat on the ground, or take up a firing position if necessary.

e. Obstacles. A mission often requires you to pass through and work behind enemy positions. To do this, you must be able to pass through enemy wire obstacles and cross trenches quietly.

(1) **Wire Obstacles.** To cut a gap in wire wastes time. If possible, walk over the low bands of enemy wire and crawl under the high bands. (See fig. 1-20.) Avoid movement along wire barriers, as enemy covering fires are generally planned parallel to them to take advantage of channelization and enfilade fire.

(a) To step over low wire at night, crouch low so that you can see the strands against the sky. Grasp the top strand with one hand, and with the other reach forward and feel for a clear spot where you can put your foot without stepping on other strands or any object apt to make a noise. Raise your body up, still grasping the top strand of wire. To avoid catching your foot in another strand, lift it up and over, passing it close to the hand grasping the wire.

(b) If you encounter a high wire obstacle at night, and are without wire cutters, go under the wire on your back, grasping the lowest

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Figure 1-20. Methods of Crossing Wire Silently at Night.

strands in your hands and holding them clear of the body while you work under them.

(2) **Cutting Wire.** (See fig. 1-21.)

(a) When working alone, cut a wire near a post, then you have but one loose end to dispose of. Grasp the wire close to a post and cut between your hand and the post, muffling the sound and keeping the loose wire in your grasp. When two work together, one firmly holds the wire with the hands positioned close to the cutters, in order to muffle the sound and prevent the loose ends from flying back, while the other one cuts. In both instances, the loose ends of the wire are bent back to form a passage.

(b) Wrap a sandbag around the wire cutters and wire to deaden the sound of wire cutting.

(c) Do not cut a complete gap in the wire; cut only the bottom wire(s). Leave the top wire(s) intact to lessen the chance of discovery by the enemy.

(3) **Crossing Trenches.** Before approaching a trench, wait outside the trench for awhile and listen. Do not enter or cross a trench near its junction with a communication trench. Crawl silently up to the edge of the trench and look into it. Remove all loose dirt and rocks from the edge. If it is a narrow trench, spring up and jump across, sinking quietly to the ground on the other side and remaining there a moment to listen before proceeding. If the trench is wide, climb silently and slowly down into it and

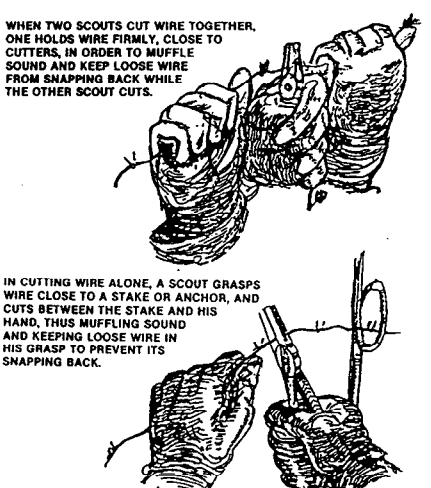

Figure 1-21. Method of Cutting Wire Silently at Night.

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out the other side, using the revetment for support. (See fig. 1-22.) Do not enter enemy trenches unless it is absolutely necessary in order to accomplish the mission. Ordinarily, work is better accomplished from outside the trench. Sentries usually pay more attention to sounds in front of them; therefore, if it is necessary to enter a trench, cross it first at the place where enemy observation is restricted, then approach from the rear.

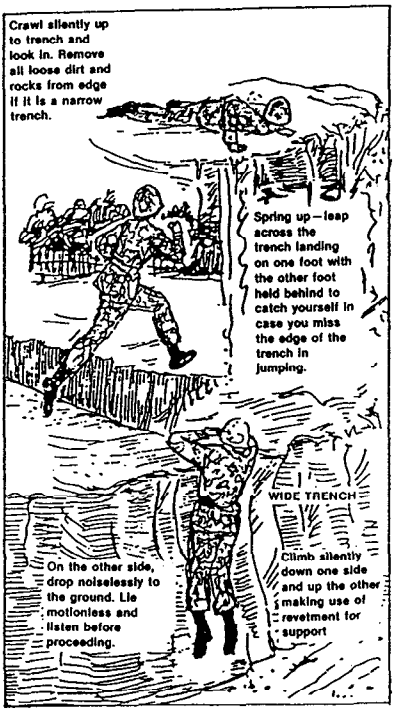

Figure 1-22. Methods of Crossing Trenches Silently at Night.

1504. Locating and Plotting the Enemy at Night

For night work, a scout must understand the use of a lensatic compass. (See par. 1203b.) Using it, he can accomplish various tasks, such as guiding his platoon into position, locating adjoining elements of his own command, keeping direction when on patrol, and determining the location of gaps in the enemy wire and the position of enemy outguards.

a. Locating Gaps In Enemy Wire. If you find a gap in the enemy wire, lie outside the gap, keeping a distance of 10 meters from the barbed wire. Sight with the lensatic compass on some prominent point on the skyline in line with the gap.

(1) When the needle comes to rest—

- Clamp it in place by lowering the eyepiece to the closed position.
- Rotate the movable bezel ring until the luminous line is directly over the north end of the needle. The azimuth of the gap from the prominent point is now registered.

(2) The compass is carried back without further adjustment. The azimuth setting can later be recorded on a map. (See fig. 1-23.)

(3) In selecting the prominent point in the skyline, pick one which appears on the map (i.e., hill mass, house, road junction). If the only prominent point available is one which is not identifiable on a map (i.e., a tree, destroyed vehicle, enemy position), use it. The exact location of this point can be fixed the next day by visual reconnaissance of the area from an observation point. When searching for gaps in enemy wire, carry a minimum of two lensatic compasses: one to register the gap in the wire and the other for navigation.

b. Locating Enemy Outguards. A scout or patrol equipped with several compasses should go to a known point outside of and close to the enemy position and lie there quietly.

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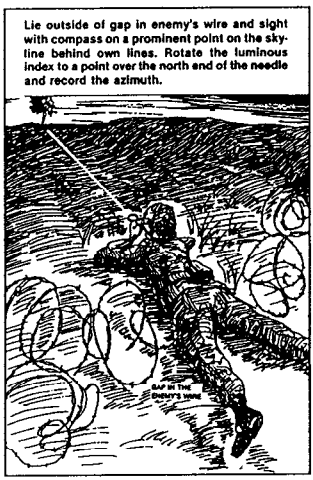

Figure 1-23. Method of Locating a Gap in the Enemy Wire at Night.

With the cover down on the compass, sight in direction of sound. Turn luminous index on the rotating ring to point over north end or arrow. Record azimuth and read on outside scale. Estimate distance to sound.

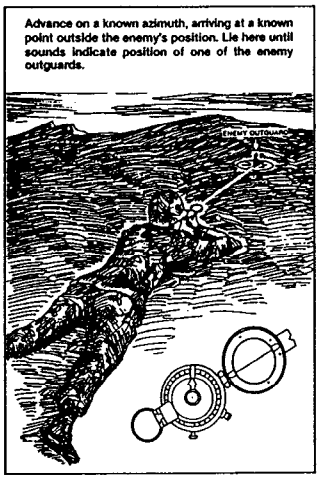

Figure 1-24. Method of Locating Enemy Outguards at Night.

(1) At night, locate enemy outguards by sounds they make and breaches in their light discipline. As sounds of the enemy are heard, and/or observations of the enemy made, take sights with one compass. When the needle comes to rest, clamp the compass by lowering the eyepiece to the closed position.

(2) Make note of the time and nature of each sound, of the estimated distance, and which compass was used to fix the location. Plot this data on a map when you or your patrol return and turn in the notes and compasses. (See fig. 1-24.)

1505. Routes of Movement

a. Principles. A scout should study the ground in detail from an observation point and from air photos. He should also study a map during daylight before beginning a night mission. Compass directions are computed; prominent points, landmarks, and unit bounaries are located; and the location and routes of friendly outguards and patrols are plotted and studied.

b. Application

(1) The route of advance should be below the skyline. Avoid becoming a silhouette. (See fig. 1-25.)

(2) Unless the moon is bright, avoid, if possible, passing through woods, ditches, ravines, and brush, for the noise made in moving through them might lead to discovery. If the enemy is known to have night observation device capability, avoiding these kinds of terrain may not be possible.

(3) Always return by a different route from your advance in order to avoid enemy ambushes. Do not use the same route on successive nights.

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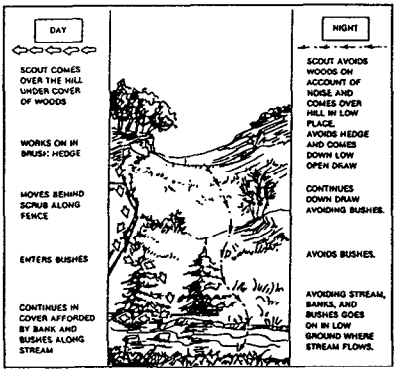

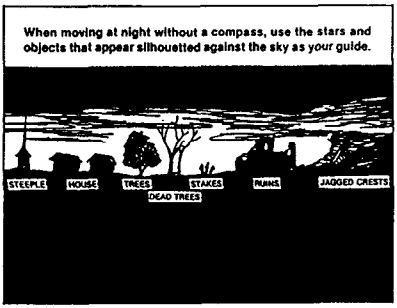

Figure 1-25. Difference Between Correct Routes by Day and Night.

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Section VI. Observing and Reporting

1601. Introduction

When a scout is sent out, he is on a mission to observe and report. Thus far, this text has covered ways for the scout to protect himself and to move in enemy territory. Next we will discuss how a scout performs the assigned mission and the report required after the mission is completed.

1602. Observation Posts

a. Positions. In order to carry out a mission, you may occupy one or more observation posts. When arriving near a selected observation post, observe it for 10 to 15 minutes to ensure that it is not occupied. (See fig. 1-26.) Of several equally good positions, choose the least prominent.

(1) Move to the chosen observation spot by a concealed route.

(2) If it is on a hill, crawl to a place where the skyline is broken.

(3) If a tree is used, pick one with a background so as not to be silhouetted against the sky while climbing or observing.

(4) When leaving the position, use a different route from that of the approach, if possible.

(5) When an observation post is to be occupied for several days, avoid making a position or a trail that can be spotted from the air.

(6) If a radio has been provided, locate the antenna to provide clear communication to the controlling commander but masked from enemy observation and direction finding equipment.

Figure 1-26. Method of Approaching an Observation Post.

b. Observing

(1) Use all senses available—sight, smell, and hearing. Be particularly alert for movement, objects, sounds, and smells that are not appropriate to their surroundings. Be thorough and patient; keep your mind on your mission.

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(2) If observing from a building, keep back from doors and windows.

(3) While observing, avoid all unnecessary movement.

(4) In daylight, look first at the ground nearest you. Your most dangerous enemy will be there. Begin observing close to your post and search a narrow strip 50 meters or less deep, going from right to left parallel to your front; then search from left to right a second and similar strip farther away but overlapping the first. Continue until the entire field of view has been searched. (See fig. 1-27.)

Figure 1-27. Method of Searching Ground.

(5) Use a night observation device at night. If one is not available, search the horizon with short, jerky movements, and short pauses. Look a little to one side of an object and then to the other side in order to see it best. By lowering your head close to the ground, you will usually see the object more clearly. Use low-powered field glasses to increase your sight range.

1603. Reporting

It is useless for the scout to observe if he cannot accurately and completely report who, where, when, and what was observed to the proper authority upon the completion of his mission. In most cases a scout will not be equipped with a radio.

a. Oral Messages. Messages should be oral when writing is impracticable, when the information is not complicated, or when the enemy is likely to intercept a messenger carrying a written message.

b. Written Messages. Written messages are usually preferred to oral ones. Write them on the message book blanks issued for that purpose (see fig. 1-28) and deliver to the scout's superior as soon as possible.

Z O Ⓟ R	DTG (COMM. USE) 060850W Aug 88	FM: 1st Sqd 1st Plt Co B 1/7
TO: C.O. B Co 1/7		
BT	TOPSEC SECRET CONF UNCLAS	
1. Rein En Co		
2. Moving		
3. 347623 Dir SW		
4. UNK		
5. 0745 88 BOBOB		
6. 4 82mm Mortars and 4 Heavy Machine Guns		
7. My Loc: 339590		
8. Will Remain in Pos		
		BT
RELEASING OFFICER'S SIGNATURE R.P. Bassett Sgt USMC	TOR/TOD	PAGE 1 of 1

Figure 1-28. Sample Field Message.

(1) Keep the body of the message brief, accurate, and clear; distinguish between facts and opinions. If secondhand information is reported, mention its source. Include all information of value, first about the enemy, and then about yourself. Information about the enemy should cover:

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S ize/S trength of enemy

A ctions or activity

L ocation and direction the enemy is moving (if moving)

U nit (The designation of the enemy unit may be derived from unit markings, uniforms worn, or through prisoner interrogation)

T ime observed

E quipment and weapons observed

(2) Print all messages in block letters.

(3) Number and separate individual items of information into paragraphs; this helps clarify the message.

(4) If there is any doubt as to whether a particular message has been received by the commander, include a summary of its contents in the next message.

(5) Information about the writer should cover:

- Location at the time the enemy was observed. Indicate the location by reference to an important terrain feature, by map coordinates, by the back azimuth from each of two definitely located points, or the back azimuth and distance from one known point.
- Intentions—will you remain in position, continue on the mission, or take other action?

(6) Reread the message carefully, and, if possible, have someone else read it to make sure that it is complete and easily understood.

(7) If a messenger is used, he should read and understand the message, so that he will be able to answer any questions the commander might ask about the message.

c. **Sketch.** Information that is difficult to describe may be given accurately on a simple sketch. The sketch may give all the necessary information, or it may be used to supplement a written message. A military sketch is generally one of two types: panoramic or simple.

(1) **Simple Sketch.** The simple sketch is easily made and easily read. Figure 1-29 shows a simple sketch that has been included in the message itself and how to draw it. The sketch may be on a separate sheet of paper, but all of the necessary information must be contained in either the sketch, the message, or both.

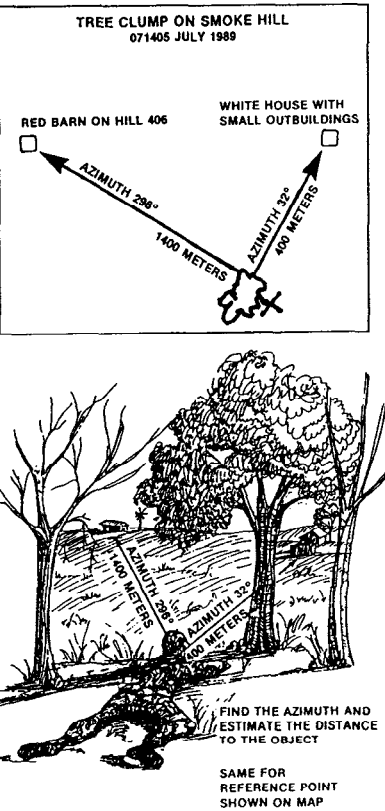

Figure 1-29. Making a Simple Sketch.

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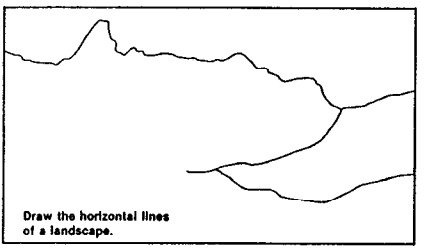

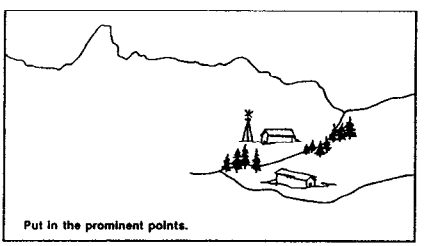

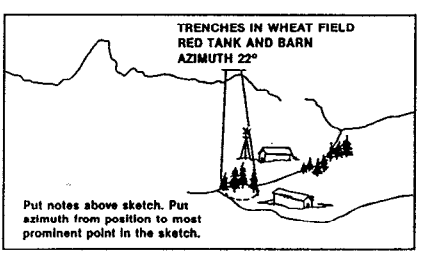

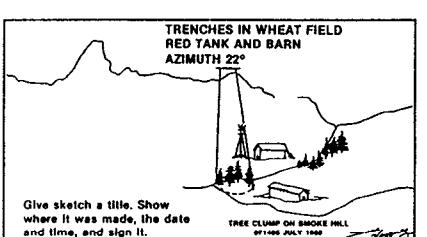

Figure 1-30. Making a Panoramic Sketch.

(2) **Panoramic Sketch.** The panoramic sketch is a picture of the terrain in elevation and perspective, as seen from one point of observation. Although a panoramic sketch is not difficult to make, skill and training are necessary if it is to be useful. Figure 1-30 illustrates how to make a panoramic sketch.

d. Overlay. The same information sent back on the sketch may be sent on an overlay, if the sender and the person to whom the message is to be sent have copies of the same map. Figure 1-31 illustates a simple overlay. Draw the overlay on transparent paper as follows:

(1) Orient the map and place it on a hard, flat surface.

(2) Place the transparent paper over the part of the map of the object or information to be transmitted and hold the paper in this position.

(3) Orient the overlay to the map by tracing in the intersecting grid lines at two opposite corners of the overlay. Write the correct number designation on the overlay. The cross made by the intersection is called a *tic mark*. This enables the receiver to locate the exact area on the map covered by the overlay.

(4) Sketch the object seen, or the information to be transmitted on the tracing paper in the exact location they would appear on the map (the map showing through the tracing paper). Place all explanatory notes along the margin of the overlay with arrows pointing to the objective mentioned.

(5) Indicate with an *X* and an appropriate explanation the position from which the observer saw the object or obtained information.

(6) Include the title and scale of the map from which the overlay is made, the date and hour the information is obtained, and the signature of the observer on the overlay in the lower right hand corner.

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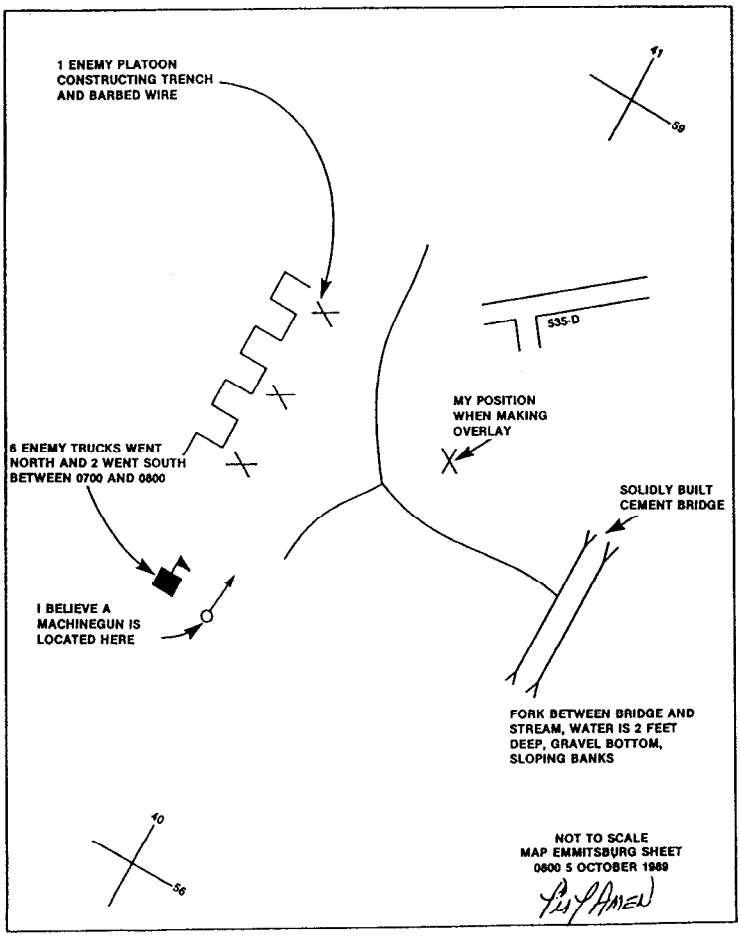

Figure 1-31. Simple Overlay.

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Section VII. Scouting Fire Team(s)

1701. General

Upon completion of individual training, a Marine must then learn to adapt this training to the functioning of his unit. The basic tactical unit for scouting is the fire team. Within the fire team, scouts normally work in pairs to furnish security and gather information. Information gathered by the individual scouts is passed to the fire team leader.

1702. Employment

a. Scouting Elements. When a rifle platoon in the approach march is not preceded by friendly troops, it uses its own scouting elements. The scouting element is usually one fire team; however, an entire squad may be used.

(1) A fire team used as a scouting element is called a scouting fire team and is controlled by the platoon commander, assisted by the squad leader. A squad leader whose squad is providing the scouting fire teams normally marches near the platoon commander to assist in the control of the scouting fire teams.

(2) A scouting fire team moves aggressively to cover the front of the advancing platoon and to locate the enemy's position. Formations generally used by a scouting fire team are the wedge or skirmishers. Normally, a scouting fire team is deployed on a frontage of 50 to 75 meters. If a wider frontage must be covered, the entire squad is employed. The platoon commander coordinates the movement of the scouting fire team(s) so as to protect the bulk of the platoon from enemy fire from points within 400 to 600 meters of the platoon's main body, or in close terrain from points within the limits of enemy observation.

(3) Scouting fire team(s) overcome resistance from small hostile advanced posts and patrols, and through their actions make enemy riflemen and machinegunners open fire and disclose their positions. Without such protection, the platoon is likely to move into areas where enemy fire may prevent further advance or maneuver and inflict heavy casualties. (See fig. 1-32.)

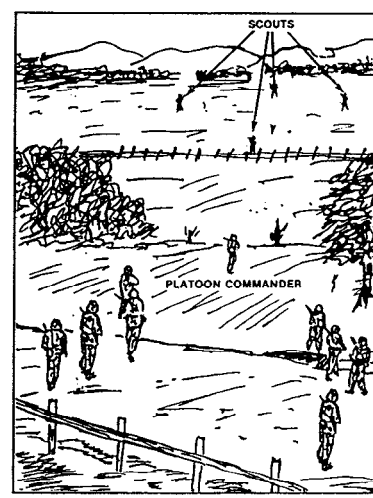

Figure 1-32. Position of Scouts Preceding an Attacking Platoon.

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(4) Scouting fire teams are covered by the platoon or, when the platoon is masked, the fire team leader ensures that scouting elements within the team are maneuvered and coordinated so that the fire team covers its own advance. The fire team leader watches constantly for signals from the platoon commander, remaining in visual contact at all times.

(5) The distance that the scouting fire team moves ahead of the platoon varies with the terrain. The distance is the limit of visibility. In open terrain, the platoon commander usually directs the scouting fire team to move by bounds along a succession of locations designated by the platoon commander as intermediate objectives.

(6) The advance of individual scouts should be as stealthful as possible, consistent with their mission of aggressive reconnoitering to the front. Take advantage of all cover without delaying the advance. Cross exposed ground at a run. Occasional glimpses of scouts constantly advancing over a wide front makes the enemy uneasy. It is this fact, and not the target the scouts offer, that causes the enemy to open fire and disclose himself. When fired upon, drop to cover, returning fire only when necessary to complete the mission or to defend yourselves. If necessary, one scout reports back to the fire team leader who informs the platoon commander.

b. Locating Enemy Positions

(1) The critical points of defensive positions are those points which afford extended observation over the ground where the attack must advance. The enemy will place machineguns and infantry to defend such critical points.

(2) Members of a scouting fire team preceding an attacking platoon pick out the probable positions of enemy infantry and machineguns. (See fig. 1-33.) They conduct their advance, using concealment and cover, attempting to discover the exact location of enemy positions.

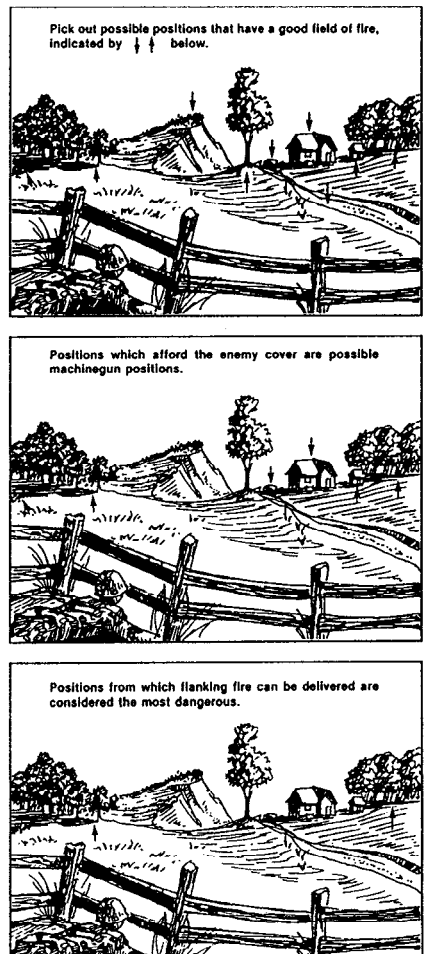

Figure 1-33. Method of Assessing Probable Enemy Machinegun Positions.

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c. Action With an Attacking Platoon. The scouting fire team reconnoiters to the front of the advancing platoon. As soon as the scouting fire team leader indicates that all is clear, the platoon advances and the scouting fire team moves forward. Squads within the platoon advance by bounds; at least one squad is positioned to support the other(s) by fire. Successive positions along the line of advance are selected and designated by the platoon commander as intermediate objectives, and reconnoitered by the scouting fire team before occupation. By conducting proper reconnaissance, surprise by the enemy or movement in the wrong direction may be prevented.

(1) **Movement.** The distance between the scouting fire team and the front of the main body of the platoon varies with the ground and with the position of the enemy. In close terrain such as dense woods, the scouting fire team's movements closely resemble those for night operations. When entering clearings in woods, crossing wide roads, leaving woods, or at other danger areas, be especially observant. In approaching houses, woods, and villages, one scout of each pair covers the other while the latter reconnoiters. (See fig. 1-34.)

(a) A scouting fire team moves forward aggressively to cover the front of the advancing platoon, usually adopting either skirmishers or wedge formation in order to be prepared to go into action immediately and to cover a wide frontage of 50 to 75 meters.

(b) When possible, a scouting fire team is always supported as it advances in open terrain by elements of the platoon or in close terrain by mutual support within each fire team. Mutual support within the fire team is accomplished by the fire team leader and the automatic rifleman forming a fire team base of fire to cover the advance of the rifleman and assistant automatic rifleman until they reach a location designated by the fire team leader. The rifleman and assistant automatic rifleman then become the base of fire and cover the movement of the former base of fire. These successive points to which the subelements of the fire team move are normally designated as fire team intermediate objectives by the fire team leader. The fire team leader sets as many fire team intermediate objectives as necessary to maintain mutual support within the team. This process is repeated until the team can be covered by other elements of the rifle platoon.

(c) A scouting fire team takes advantage of available cover and concealment without delaying its advance. The orders of the platoon commander govern the distance at which it precedes the platoon and varies with the terrain and the probable position of the enemy. It may be as much as from 400 to 600 meters in advance of the platoon. In open terrain, the platoon commander usually directs that the scouting fire team move by bounds to a succession of intermediate objectives. In close terrain or conditions of limited visibility, the scouting fire team is normally ordered to precede the platoon at the limit of visibility, maintaining visual contact with the platoon commander.

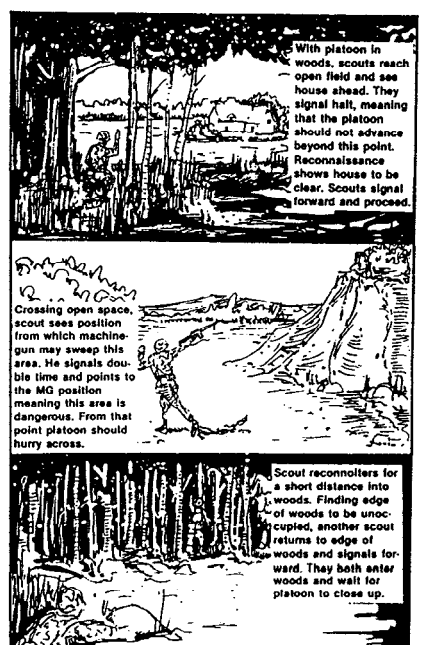

Figure 1-34. Conduct of Scouts Preceding a Platoon.

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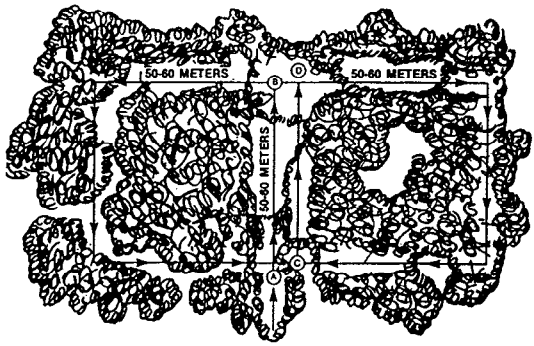

A - Both scouts enter woodline.

B - Scouts separate.

C - Scouts link up; one scout stops and signals all clear to the fire team leader. The other scout again advances into the woods.

D - Outpost position of scout.

Figure 1-35. Scouts Searching the Edge of a Woodline.
(Dense Underbrush/Poor Visibility)

(2) Action In Woods

(a) When a scouting fire team is directed to advance over open ground to the edge of a woodline, two members of the team, preferably the rifleman and assistant automatic rifleman, reconnoiter inside the woodline while the remainder of the fire team covers them.

(b) In heavy underbrush/poor visibility, the rifleman and assistant automatic rifleman proceed into the woodline together for 50 to 60 meters, then separate, searching out either flank to the first high ground or limits of observation—probably 50 to 100 meters. Following the initial search and outposting the limit of advance, the remaining scout signals the fire team forward. (See fig. 1-35.)

(c) In light underbrush/good visibility, the assistant automatic rifleman remains at the edge of the woodline while the rifleman searches the woodline. (See fig. 1-36.) The rifleman searches the woodline in a zig-zag pattern, reports back to the assistant automatic rifleman, then moves to an outpost position at the limit of advance.

(d) The fire team leader, in turn, signals the platoon commander that it is safe for the platoon to move forward.

(e) The fire team leader then moves the remainder of the fire team into the woods, joining up with the forward scout manning the outpost. The scouting fire team occupies and holds a line 50 to 75 meters within the woods and observes toward the direction of movement until the platoon closes up. The scouting fire team leader awaits further word from the platoon commander before moving the team further into the woods.

(f) When directed, he moves the team forward until he reaches the far edge of the woods. The team is held at the edge of the woods and the fire team leader notifies the platoon commander of the situation. The platoon commander moves the platoon to a position where it can cover the scouting fire team as it exits the woods and directs the team leader to move out and continue his scouting mission.

(g) A scouting fire team passing through woods ahead of its unit maintains a distance allowing visual and oral communications. If an obstacle is encountered, reconnaissance to its front and flanks must be carried out. When advancing along a road or path, scouts precede the platoon to provide necessary protection and to prevent surprise fire on the platoon. When crossing a road or path, they reconnoiter well to the flanks before signaling *all clear* to the platoon.

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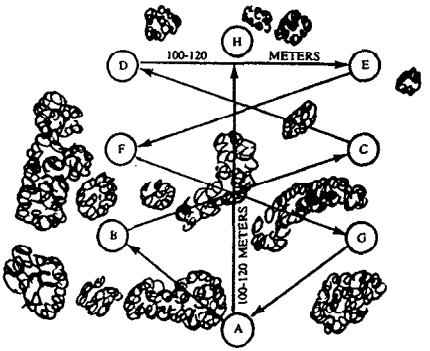

A - Both scouts enter woods. Assistant automatic rifleman remains here and covers forward movement of rifleman.

B through **G** - Rifleman moves to these positions, stopping and observing before moving to next position.

G to **A** - Rifleman reports results of his search to the assistant automatic rifleman.

A to **H** - Rifleman moves to outpost position.

Figure 1-36. Scouts Searching the Edge of a Woodline. (Light Underbrush/Good Visibility)

(h) The scouting fire team will not exit the woods until the arrival of the platoon commander, who will then be given an opportunity to alter the disposition or direction of march. The point where the platoon exits the woods is considered a danger area, an area where the platoon is vulnerable to enemy fire. The scouting fire team is sent ahead to reconnoiter the danger area and also the next position to be occupied by the platoon. They signal back whether conditions require a halt, an advance, or a quick rush across the open area. The scouting fire team leader must be continually on the lookout for signals from the rear.

(3) Action Under Fire

(a) When a scouting fire team is fired upon, the individuals immediately take cover. Targets are located and fire returned. The scouting fire team leader then determines:

- Location of enemy (range and reference points).
- Extent of position (location of flanks).
- Types of positions (fighting holes, bunkers, obstacles, etc.).
- Number of enemy.
- Enemy weapons (machineguns, mortars, tanks, etc.).

(b) The platoon commander contacts the scouting fire team leader to obtain as much information as possible. The platoon commander then returns the scouting fire team to the control of the squad leader. Usually the platoon commander brings up the remainder of his squads, sets up a base of fire, and assaults the enemy position. Should the enemy position prove too strong for the platoon, the platoon remains engaged with the enemy as a base of fire until the remainder of the company is committed to clear the enemy resistance.

d. Action With an Enveloping Unit. When a platoon is given the mission to envelop an enemy position, a scouting fire team is employed for protection and reconnaissance in the same way as when the platoon is advancing in the approach march.

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Chapter 2

Infantry Patrolling

Section I. General

2101. Definition

A patrol is a detachment of troops sent out for the purpose of gathering information, carrying out a destructive combat mission, or a security mission. The mission to conduct a patrol may be given a fire team, squad, platoon, or company. Experience in past conflicts has shown Marines that security or reconnaissance operations are usually suitable missions for squad size patrols and that combat operations should normally be conducted by platoon size or larger patrols.

2102. Relation of Patrolling to Scouting

Every man in a patrol should be well versed in the principles of scouting. As a member of a patrol, however, he must consider himself as a member of a larger team. To develop the teamwork required among the members of a patrol, additional training beyond that which is required to become a well trained scout is necessary. A patrol member must respond quickly to the decisions and orders of the patrol leader. There must be complete confidence among all members of the patrol and the confidence that they, as a team, will be successful in their mission.

2103. Necessity for Patrolling

A commander must have current information about the enemy and the terrain if he is to employ his unit effectively. Patrols are an important means of gaining this information. They may also be used to destroy enemy installations, capture enemy personnel, perform security missions, or to prevent the enemy from gaining information. Modern warfare places a high premium on effective patrolling. This is due to several factors. Units have larger areas of responsibility and can be threatened from all directions. As distances between units become greater, more patrolling becomes necessary to prevent infiltration by guerrillas or small enemy units, as well as to maintain contact with friendly adjacent units. Active patrolling by numerous small groups is needed to locate the enemy and to gather information on the enemy's disposition, strength, morale, and weapons as well as the terrain. Additionally, patrols can mass for surprise attacks.

2104. Types of Patrols

a. **Classification as to Mission**

(1) **Reconnaissance Patrol.** Reconnaissance patrols gather information about the enemy, terrain, or resources. Relying on stealth rather than combat strength, they gather information about the enemy, terrain, or resources, fighting only when necessary to complete the mission or to defend themselves. The distance reconnaissance patrols cover varies. The squad is ideally suited for reconnaissance patrol missions. Section V of this chapter contains a detailed discussion of reconnaissance patrols.

(2) **Combat Patrol.** A combat patrol is a fighting patrol. Combat patrols are assigned missions which

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may require them to engage in combat with the enemy. They are stronger and more heavily armed than reconnaissance patrols. Combat patrols have a mission to capture enemy documents, provide security, and capture or destroy enemy equipment and installations. Such action is ordinarily followed by a return to friendly positions. Regardless of the mission, the patrol will report any information concerning the enemy and terrain acquired during the accomplishment of the assigned mission. There are five types of combat patrols: raid patrols, contact patrols, economy of force patrols, ambush patrols, and security patrols. Section VI provides details on the five types of combat patrols, all of which can normally be conducted by a Marine rifle platoon. As a rule of thumb, a rifle platoon reinforced with crew-served weapons is considered the minimum size for contact, economy of force, or ambush patrols. In some situations, such as the capture of a small enemy outpost, a rifle platoon could conduct a raid. However, a raid is a very delicate mission and due to the complexity of the mission, it would be advisable to use a company as the minimum size force for a raid.

b. Classification as to Means of Movement

(1) Foot Patrols. Movement by foot is the most common means; however, there are inherent disadvantages. Among these are slowness and limitations as to the quantity and types of equipment and supplies that can be carried. Range and area coverage is relatively restricted. Foot patrols also have apparent advantages. There are few restrictions as to terrain that can be covered. They can be difficult for the enemy to detect. They give thorough coverage within limits of range, and weather is generally not an inhibiting factor. This classification of patrol will be discussed at greater length later in this text.

(2) Motorized Patrols. Where terrain and road networks permit, the motorized patrol overcomes the inherent disadvantages of the foot patrol. Under circumstances requiring unit dispersion, motorized patrols have become more important. Mechanically mobile forces require patrolling that is able to keep pace with them. However, motorized patrols are restricted to certain types of terrain, and tend to bypass areas which may be advantageous to and occupied by enemy infantry.

(3) Waterborne Patrols. Such patrols move by sea, across lakes, and on rivers, canals, and other inland streams. The water is either used as a medium of entry to an objective area or is the actual patrol route. Waterborne patrols are limited by location of water routes in the terrain. They tend to bypass areas which may be advantageous to and occupied by the enemy.

(4) Helicopterborne Patrols. Where terrain is extremely difficult, or the enemy situation precludes the use of vehicle or motorized patrols, helicopter-borne patrols are a method or means to conduct a patrol.

2105. Training

a. Individual Training. The training necessary to prepare the individual Marine for patrolling should develop the following skills:

(1) Be an expert in handling his own and special weapons, and familiar with enemy weapons that he may capture.

(2) Be trained to recognize camouflaged personnel, equipment, and defensive positions; to pick up fleeting targets; and to fire the rifle from any firing position.

(3) Know fire discipline, because unnecessary firing discloses his location to the enemy. After firing his weapon, know to change location immediately. (See fig. 2-1.)

(4) Learn to observe quickly and accurately and to remember what he sees; be trained to transmit this information clearly and briefly, both orally and in writing.

(5) Learn to recognize and respond quickly to improvised signals given either visually or by sound.

(6) Practice swimming with his weapon and equipment.

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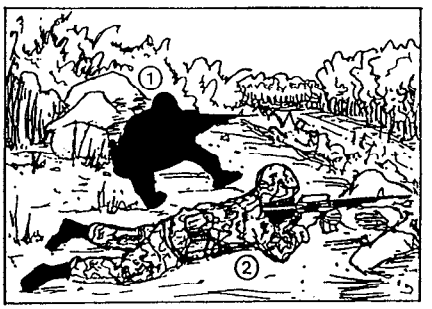

Figure 2-1. Changing Position After Firing.

(7) Learn to use issued or improvised camouflage suits and to garnish helmet in order to blend with the surroundings. Smudge face, hands, and any bright surfaces of weapons and equipment with some substance, such as mud or charcoal, to prevent the reflection of light.

(8) Learn to silence his person, equipment, and weapon.

(9) Learn how to use antimalaria tablets and water purification tablets.

(10) Learn how to acclimate oneself to the extremes of temperature under which he will operate.

(11) Develop a sense of direction and learn how to follow a course by compass, stars, sun, flow of streams, prominent terrain features, and by observing other natural phenomenon. Learn to determine the distance traveled from a known point and to keep a record of azimuths and the distance traveled on each azimuth (dead reckoning).

b. Team Training. Team training is essential to successful patrolling. Premature and unordered actions by members of the patrol destroy coordination and control. Leaders should be trained to issue their orders calmly, as this ensures confidence and discipline and avoids misunderstanding. Patrol members must work together and fight as a team. This chapter provides the information about patrol organization, preparations, conduct of patrols, reconnaissance patrols, combat patrols, security patrols, and patrol tips which are required to train infantrymen to conduct effective patrols.

2106. Patrolling Principles

Regardless of the category or means of conducting a patrol, the key principles to successful patrolling are—

- Detailed planning.
- Productive realistic rehearsals.
- Thorough reconnaissance.
- Positive control.
- All-around security.

2107. Noninfantry Units

This manual is intended for usage by Marine Corps infantry units. However, in a conventional role, all units should be able to defend themselves, and they will find it necessary to conduct security patrols or limited reconnaissance patrols. In an area where Marines are confronted with a guerrilla form of warfare and there are no delineated front lines as there is no definable rear, all Marine units should utilize this manual as a guide to conduct security patrols and combat patrols.

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Section II. Patrol Organization

2201. General

The key to successful small unit combat organization is unit cohesion. The nature of infantry patrolling does not normally permit long periods of preparation and rehearsal to build a unit specifically for each mission. Accordingly, the infantry unit leader must combine unit integrity considerations with the proven concepts of patrol organization. Organization of a patrol is a two-step process. First, there is the general organization of the entire patrol and second, the task organization of various patrol units.

2202. General Organization

The patrol leader establishes a patrol headquarters and units required to accomplish the mission.

a. Patrol Headquarters. The headquarters is composed of the patrol leader and the personnel who provide support for the entire patrol, such as a forward observer, corpsman, and radio operator.

b. Units. Units are the major subdivisions of the reconnaissance combat patrols. The existing infantry structure (squads and fire teams) becomes the patrol units and is reinforced as required.

(1) Reconnaissance Patrol. A reconnaissance patrol is organized around the current structure of the Marine rifle squad with one or more of the squad's fire teams to act as the reconnaissance unit/unit to reconnoiter or maintain surveillance over the objective. This may be as small as one fire team or as large as two platoons. At least one fire team acts as a security unit whose functions are to—

- Secure the objective rallying point (see par. 2403).
- Give early warning of enemy approach.
- Protect the reconnaissance unit.

(a) It would be advisable to reinforce the squad to handle the mission if it is obvious that three fire teams are not enough. If two squads are required, then the mission should be a platoon size reconnaissance patrol.

(b) A company may send a reconnaissance patrol to specifically reconnoiter a given area (a river bed in front of your position), or check a specific point (a bridge), or to maintain surveillance on a particular stream bed for the next four nights. Whatever the taskings are, infantry unit reconnaissance patrols have three basic functions to perform en route to and from the objective to be reconnoitered, as well as when the objective is reached, which are—

- Providing control—a headquarters.
- Providing security—while moving and in the objective area.
- Conducting reconnaissance or surveillance.

(c) Depending on the size of the reconnaissance patrol, a unit (or units) must be tasked to actually reconnoiter the area or point. In the case of a surveillance mission, it would be advisable to have two teams share the same task (so one could lay up and rest, while the other lays low and hides to maintain strict silence and no movement while surveillance is being maintained on the objective). Whatever the case, each unit that has a surveillance mission or reconnaissance mission must be thoroughly

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briefed as to what elements of information are essential for them to gather as well as where in the objective area they should be. The key to a successful reconnaissance patrol is to move silently, never be observed, and return undetected.

(d) In some cases, a unit may be assigned the mission of covering several areas simultaneously. If this is the case, then technically this is an area reconnaissance and the unit being tasked to conduct the patrol should add additional subunits (teams, etc.) to conduct the reconnaissance functions.

(2) **Combat Patrol.** A combat patrol is organized around the current structure of the Marine rifle platoon. A combat patrol leader should always use his unit's normal organization (fire team, squad, and platoon) for the assignment of functions, patrol missions, and chain of command. All combat patrols must be able to perform four basic functions while they are moving to and from a designated objective, as well as when they reach the objective. They are—

- Providing control.
- Providing security.
- Providing a base of fire or support.
- Being able to attack or assault the objective.

(a) Figure 2-2 depicts how a rifle platoon could be organized to conduct a combat patrol.

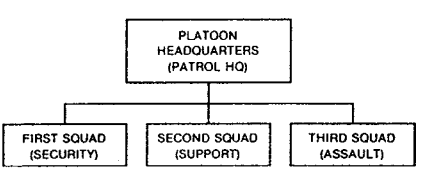

Figure 2-2. General Organization of a Combat Patrol.

(b) In practical terms, this means that every combat patrol must—

- Provide a control mechanism in the form of a headquarters.
- Designate a unit (a fire team or squad) to provide security while moving en route to the objective or while at the objective. At the objective area, this unit isolates the objective area, secures the objective rally point, and covers the withdrawal.
- Designate a unit to act as support. This unit provides the base of fire in the attack or covers withdrawals or advances. Whatever the case, this unit always provides covering fire for any unit designated to conduct the attack.
- Designate a unit or units to conduct the attack or assault. This unit (or units) engages the enemy at the objective area by fire and maneuver or movement. They also operate immediately in the objective area (searching, demolition, prisoners of war, etc.).

(c) For example, a platoon reinforced combat patrol that is going to raid an enemy outpost could be organized as follows:

1 **Platoon Headquarters**—(Control Function)

Patrol Leader—(Platoon Leader)
Assistant Patrol Leader—(Platoon Sgt.)
Compass Man
Radio Operator—(Company TAC Net)
Radio Operator—(Patrol TAC Net)
Corpsman

2 **1st Squad**—(Security Function)

a Provide security en route to the objective area (the point, flank security, and rear security).

b Provide security at the objective area (the flanks and the objective rally point).

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3 **2d Squad**—(Support Function)

a Provide the base of fire for the attack.

b Provide covering fire for the withdrawal.

c Provide supporting fires to cover the crossing of danger areas.

4 **3d Squad**—(Assault Function)

a Provide the assault force to attack and seize the objective.

b Provide searchers to clear the objective.

c Provide pacers, compass man, navigator, and the assistant patrol leader en route and back from the objective area.

(d) Any specialist a patrol may have (i.e., demolition team, S-2 scouts, scout dogs, snipers, etc.) will have to be added to the subunit that has its function. For example, the demolition personnel should go with the unit conducting the attack, snipers could stay with the support, scout dogs could be on point, and machineguns should stay with the support squad.

2203. Task Organization

The preceding paragraphs described the units which are necessary for a patrol to accomplish its mission. These units, in essence, reflect the internal functions or tasks required for the patrol to be successful. There are various methods of grouping these units together. The grouping is dependent upon the mission, enemy, terrain, weather, troops, equipment, and time available. Task organization is the further subdivision of patrol units into teams which are required to perform essential tasks. In creating teams, the unit integrity of infantry units should be maintained (i.e., add an engineer demolitions team to the squad tasked to do the assault).

Organize the patrol so each individual, team, and unit is assigned a specific task, but keep in mind the need for individuals and units to know all tasks, not just their own. This may not be possible for certain specialist tasks requiring a trained technician; however, such specialist tasks are the exception rather than the rule. The patrol leader must plan for maximum flexibility to take care of an emergency and ensure that the mission of the patrol will not be put in jeopardy with the loss of one or two key personnel, a team, or an entire unit. Unit cohesion is critical to a successful patrol. Unit cohesion is best achieved in infantry units by maintaining the integrity of existing subordinate units when conducting patrols.

It is important to remember that the techniques of movement, or use of supporting weapons, or whatever is taught a Marine within his unit that pertains to small unit tactics and procedures are the same in patrolling. There is a major difference, however, between a squad conducting a daylight attack and a squad going on a patrol. The squad on patrol relies far more heavily on the use of stealth, camouflage, and concealment than the squad in the attack.

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Section III. Preparations

2301. Introduction

Before a patrol can be sent on a mission, there are definite preparations to be made by the higher commander and the patrol leader. The detail with which these preparations are made will depend a great deal on the situation and time available. If the patrol is to be a success, all members must be well trained, briefed, and rehearsed, and the patrol leader must complete the most important part of the preparatory details before he leads his patrol into enemy-held territory. He must have a complete understanding of his mission and a thorough picture of the enemy, environmental, and friendly situations. He should make a complete reconnaissance, either visual or map, of the terrain he is to cover and he must issue an order to the patrol. He must ensure successful accomplishment of the mission and report the results accurately upon return.

2302. Mission

The mission assigned to a patrol must be clear and oriented toward one objective; more than one primary objective or indefinite missions invite confusion, casualties, and failure.

2303. Factors Influencing the Size of Patrols

a. Due to the nature of the circumstances under which patrolling by infantry units is conducted, it is necessary for combat patrols to have the capability to fight offensively, for security patrols to defend themselves, and reconnaissance patrols to move quickly and only fight if necessary to break contact or defend themselves. The size of a patrol is affected by the following:

- Mission.
- Terrain and visibility.
- Distance operating from friendly troops.
- Estimated period of operation.
- Enemy strength.
- Friendly forces available.

b. In general, a patrol should consist of the least number of men needed to accomplish the mission.

c. Combat missions ordinarily require stronger patrols than reconnaissance missions.

2304. Commander's Duties

The commander has several responsibilities when sending out patrols. They are—

a. Determining Patrol Requirements. The need for patrol derives from the commander's stated missions (issued by his commander) and implied missions (secondary or supporting efforts necessary to accomplish the stated mission). This requires analysis of the unit's mission and determining the necessary reconnaissance and/or combat tasks which must be performed to achieve it. By considering all component elements of his mission and the forces and time available to him, the commander develops his overall concept of operations to include his patrol plan and the specific tasks and training for each patrol.

b. Assigning Units to Conduct the Patrol. The nature of infantry patrolling does not normally permit picking and choosing each member of each patrol, nor the luxury of allowing that unit time for sufficient

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rehearsal in order to permit it to become a cohesive unit. Thus, maintaining the integrity of the existing unit is critical to the infantry commander when assigning patrol missions. In assigning the unit a patrolling mission, the infantry commander considers the skill and experience of the unit leader and the unit. To provide operational depth and equitable apportionment of hazardous assignments, the commander ensures that each of his subordinate leaders and units acquire the skills and experience necessary to conduct successful patrols. Assignment of patrol units must consider the commander's concept of operations as a whole and the plans for subsequent employment of assigned forces after completion of the assigned patrolling mission.

c. Providing Patrol Unit(s) Adequate Time to Prepare. The commander must not dominate available preparation time. He must complete his mission analysis, estimate, and preparation of orders sufficiently early to allow the patrol leaders and their units to prepare. He should use warning orders to alert subordinates to possible requirements and afford them the opportunity for concurrent planning.

d. Providing Patrol Leader All Relevant Information. The following information should be provided:

(1) Mission—this must be simple and straight forward, particularly for night patrols.

(2) Routes to be followed—either general or exact. General routes are defined by checkpoints. Exact routes are defined in terms of avenues of approach or other terrain features.

(3) Enemy dispositions.

(4) Location and activities of friendly troops.

(5) Outposts or other security elements through which the patrol is to pass.

(6) Terrain conditions.

(7) Missions and routes of other patrols.

(8) Time patrol is to depart and return.

(9) Method of reporting information while on patrol (radio, messenger), place where messengers are to be sent, and where the patrol leader is to report upon completion of the patrol.

(10) The challenge and password to be used during the time the patrol is on its mission.

(11) Special instructions such as locations to be avoided and essential elements of information higher headquarters is seeking.

e. Providing Required Skills and Equipment. There will be situations when the unit assigned to conduct a patrol does not have the necessary technical skills or equipment organic to it to successfully accomplish the patrol mission. In these cases, additions (attachments) are made to the unit. Examples are:

- Machinegun and/or assault rocket launcher (SMAW) team/squad.
- Forward observer (mortar/artillery).
- Radio operator(s).
- Demolition men.
- Tracked vehicle crewman to assess the trafficability of the terrain.
- Corpsman.
- Other personnel as required (snipers, translators, etc.).

f. Providing Miscellaneous Support. The commander must ensure that the patrol leader is provided with the necessary food, water, ammunition, radios and batteries, maps, special clothing, and any other items required by the unit (to include attachments) for successful mission accomplishment. Postpatrol support such as NBC decontamination must also be planned for if required.

g. Reviewing the Patrol Leader's Plan and Preparations. Once the patrol leader has been given his mission, conducted his visual and/or map reconnaissance, and developed his plan, the commander may review the patrol leader's understanding of his mission and his plan for achieving it. This discussion between the patrol leader and commander is useful to ensure

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that the patrol leader understands the desired result and is properly prepared as well as giving him the opportunity to ask for clarification or additional support, if required. The commander may also choose to inspect the patrol prior to departure.

h. Debriefing the Patrol. Upon return of the patrol, the commander receives the patrol report at a debriefing attended by the patrol leader and all patrol members. While there is a suggested patrol report format (see par. 2705), necessary information is given with the commander's needs and patrol's mission in mind. The debriefing should be conducted as soon as possible following the patrol's return, while information is still fresh in the minds of the patrol members.

2305. Duties of the Patrol Leader

a. General. The patrol leader organizes his preparation by using the six troop leading steps to make the best use of his available resources. These steps are to—

- Begin planning.
- Arrange for reconnaissance and coordination.
- Make reconnaissance and complete the estimate.
- Complete the plan.
- Issue the order.
- Supervise.

b. Begin Planning. The patrol leader begins with the evaluation of all factors affecting the method and the objective. He looks for possible courses of action which lead to a decision and transformation of this decision into an order. The first step includes an initial assessment and decision on the use of available time, issuance of a warning order and initial preparatory tasks, and initiation of the patrol leader's estimate.

(1) The initial planning effort is to discover the time, assistance, and information available and to plan the proper use of each. Set aside time for a reconnaissance; completion of the estimate and order; troop preparation; and such briefings, rehearsals, and inspections as may be required before beginning the patrol.

(2) The patrol leader reviews the mission and the attachments and/or support available and decides what preparatory efforts must begin immediately. Proper use of subordinates to manage these initial tasks during this period reduces preparation time and frees the patrol leader for proper planning and reconnaissance. Issue a warning order at this time, using a modified five-paragraph order format situation, mission, execution, administration and logistics, and command and signal (SMEAC) as a checklist. (See app. A.) Initial information may include—

(a) Friendly and enemy situation details necessary for initial preparation. This includes information on the local civilian population and the current NBC situation.

(b) Mission statement of what the patrol is to accomplish and when. How and where will be discussed in the patrol order.

(c) Execution and administrative and logistics guidance essential for initial patrol preparation, to include instructions regarding uniform, equipment, weapons, and ammunition to be carried by all. The overall time schedule for individual preparation, briefings, inspection, rehearsal, and departure are announced. Subordinate leaders are given tasks to direct and supervise the initial preparation which may include drawing ammunition, rations, and special equipment; conducting immediate action drills; and meeting and briefing attachment personnel. Specialists and key individuals are given initial guidance on their roles.

(d) Initial command guidance to include general patrol organization and designation of the assistant patrol leader and his role in preparation for the patrol.

(3) Once the initial preparations are set in motion, the patrol leader begins his estimate. The estimate is a way to solve military problems; it is the method used to make decisions at all levels of command.

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Basically, the leader analyzes his mission; considers the friendly, enemy, and environmental situations; thinks through each course of action available to him against what the enemy might do; compares the courses of action one against the other in terms of mission accomplishment, capabilities, and probable casualties; and chooses one as his decision, which then becomes the basis for his concept and order. While the patrol leader should use notes to organize what he knows, he must learn to do the estimate quickly and accurately in his head, particularly for fast-breaking situations. The patrol leader uses mission, enemy, terrain, troops and fire support-time (METT-T) to organize his thinking, which consists of—

- Mission—the mission assigned to the patrol and how it relates to the mission of the commander who is sending the patrol.
- Enemy—what is known or suspected of enemy presence and capabilities, habits and characteristics, and fighting techniques.
- Terrain—the environment which includes ground, vegetation, drainage, weather, and visibility; the environment can be a friend or an enemy, but it can never be ignored.
- Troops—friendly situation and support available.
- Time—the constraints and impact of time on preparation and mission accomplishment.

(4) The estimate process begins with mission analysis, which is the most important part of the entire procedure. Here, the patrol leader considers the task assigned him (stated mission) and identifies the other significant tasks (implied missions) which must be undertaken to accomplish the stated mission. These implied missions are actions which require special preparation or planning, such as a helicopterborne insertion or extraction, crossing a wire or mine obstacle, or crossing an unfordable body of water. These tasks are then arranged in sequence of accomplishment. The tasks and sequence create the framework for developing courses of action for the patrol concept of operations.

c. Arrange for Reconnaissance and Coordination. The patrol leader makes arrangements for a personal reconnaissance to observe as far forward as possible. Additionally, he coordinates with the appropriate commanders for the patrol's passage of lines (see paragraph 2402 for complete definition) and supporting fires. He also coordinates with other patrol leaders who may be operating in the same area or adjacent areas. He requests that the commander assigning him the patrol mission coordinate the patrol action with adjacent commanders, local security, and night defensive fires, as appropriate. He may delegate any or all of these arrangements to the assistant patrol leader if the patrol leader requires the time for planning.

d. Make Reconnaissance and Complete the Estimate

(1) The patrol leader uses his personal reconnaissance to answer questions which arise from the map reconnaissance and evaluating METT-T for his estimate. Points of interest include passage points, lanes through obstacles, location of friendly listening posts and observation posts, possible approach and return routes, enemy positions (if any), and intermediate observation points on the way to the objective.

(2) In selecting approach and return routes, the patrol leader looks for the best concealment and avoidance of opposition and obstacles. To lessen the chances of ambush by the enemy, a different route is planned for the return trip. In addition to personal reconnaissance and map and aerial photographs, the advice of patrol leaders who have been over the objective previously should be considered.

(3) Once he has as much information (METT-T) as his commander, reconnaissance, and available time will provide, the patrol leader completes his estimate. The first step is developing courses of action, each of which will provide for movement to the objective area, mission accomplishment, and the return, based on the tasks and their sequencing identified in mission analysis. While the eventual concept of operations is presented in order of occurrence, the patrol leader must develop the courses of action by either backward or forward planning. In situations

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where the objective is well defined and there is sufficient information to plan the action for mission accomplishment (reconnaissance or combat), the patrol leader begins with his scheme for accomplishing the mission at the objective and then, planning backwards, considers the options for getting there and getting back. When there is insufficient information for a detailed concept for mission accomplishment, the patrol leader plans forward as far as he can foresee to select routes of approach (and return) to a vantage point from which he can reconnoiter the area of mission accomplishment and develop or modify his final plan on the spot.

(4) The following sections on movement to and return from the objective area, reconnaissance missions, and combat missions discuss many of the methods and options available to the patrol leader in developing his courses of action. The principle variables between courses of action will be who, where, and how in the—:

- Patrol task organization.
- Routes to the objective area.
- Mission accomplishment observation point(s) (reconnaissance), point of attack/ambush, form of maneuver, type of ambush (combat), fire support plan.
- Return routes.

(5) The patrol leader then considers the progress of each course of action in his mind (a map or simple sketch is a useful aid) against expected and unexpected enemy action. By comparing the options against prospective enemy opposition and each other, the patrol leader chooses the course of action which he feels has the best chance of success. This mental preview process is also the time to determine the patrol plan for unexpected contingencies (enemy attack/counterattack, casualty handling, losing the way). These contingency actions, together with the selected course of action, become the patrol concept of operations.

(6) Once the patrol leader has determined his concept of operations, he considers what type(s) of fire support are required to accomplish the mission. He considers the fire support organic to the patrol and decides on what additional support will have to be provided by other units. The following are some considerations related to external fire support.

- Will artillery, mortar, or close air support be required at the object area (combat patrols)?
- What existing artillery and mortar targets exist along the route to and from the objective area which can be employed by the patrol if it encounters the enemy during movement (reconnaissance and combat patrols)?
- What additional fire support is required to cover the patrol's movement from the objective area back to friendly areas once the enemy is alerted by the patrol's actions at the objective area (combat patrols)?

(7) The effect that casualties have upon the patrol depends upon many factors. Generally, more casualties can be expected in a combat patrol than in a reconnaissance patrol. A patrol may continue on to the objective carrying its casualties, send them back with a detail of men, return the entire patrol with the casualties, or call on their parent unit for assistance. Some of the factors that determine what action the patrol leader takes are the mission of the patrol, the unit's standing operating procedure for handling wounded, the number and extent of the casualties, availability of aid, and availability of helicopters or other means of transportation to evacuate wounded. Helicopter evacuation should only be used for the most serious casualties. For infantry units conducting patrols in proximity to the enemy, helicopter evacuation of casualties may compromise the patrol's mission. This may force the patrol to return to friendly positions before the mission is completed.

(8) The patrol leader determines the requirement for NBC equipment. The gas mask should always be carried due to the wide spread availability of CS ordnance. There is a good chance that the patrol will use or encounter CS. If chemical or biological agents have been employed in the area which the patrol must pass through, NBC garments will have to be worn by patrol members for part of or the entire patrol. This effects the speed of the patrol's movement. A contingency plan for postpatrol decontamination must also be developed.

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e. Complete the Plan. At this point, the patrol leader has completed the basic thinking necessary for accomplishing his assigned mission. He now prepares the patrol order to fill in the details, assign tasks to subordinates, and organize the whole for ease of understanding by the other members of the patrol.

f. Prepare the Order. Upon completion of the duties outlined, the patrol leader is ready to prepare his patrol order. The patrol leader's order, when not preceded by a warning order, covers all the information discussed in the warning order. Orders in general follow the prescribed five-paragraph order format. By using the five-paragraph order format, the patrol leader is less likely to make omissions or unnecessary remarks. The patrol order is a modified five-paragraph order; the major modifications are to paragraphs 3a and 3c. The format for the order is contained in appendix B. Paragraphs 3a and 3c are described below.

(1) **Concept of Operations; Paragraph 3a.** The concept is developed during the patrol leader's estimate. It tells the where, how, and who, and lays out the patrol leader's general scheme for accomplishing the mission. It outlines the—

- Task organization for the patrol.
- Movement to the objective area.
- Actions in the objective area.
- Return movement.
- Use of supporting fires.

(2) **Coordinating Instructions; Paragraph 3c.** In addition to containing instructions common to two or more units, this paragraph addresses—

- Time of assembly in the assembly area.
- Time of inspections and rehearsals.
- Time of departure and return.
- Location of departure and reentry of friendly lines and the actions associated with departure and reentry.
- Details on the primary and alternate routes to and from the objective area.
- Details on formations and order of movement.
- Rallying points and actions at rallying points.
- Final preparation position and actions at this position.
- Objective rallying point and actions at this point.
- Actions at danger areas.
- Actions in the event of enemy contact.
- Details on actions in the objective area not covered elsewhere.
- Estimated time of patrol debriefing upon return.

g. Issue the Order

(1) When the patrol leader has completed his planning and initial preparations have progressed to the point where the patrol order may be issued, the members of the patrol are assembled. As the first order of business, the patrol leader asks for a status report on the initial preparatory tasks assigned to subordinate leaders and specialists when the warning order was issued. When satisfied that all preparations are progressing as they should, he issues the order he has prepared.

(2) This will be the only opportunity for the patrol leader to issue detailed orders; accordingly, the patrol order covers everything that can be foreseen. The mission, in particular, must be unmistakenly clear so that once the patrol is committed, all subordinate leaders can act with unity of purpose. Once the patrol has begun, orders must be short and simple. Every combat action develops differently than expected. Marines must realize this at the outset and be conditioned to respond according to circumstances.

(3) Whenever possible, the patrol leader should have a Marine, such as the pacer or navigator, build a terrain model using dirt, sand, twigs, etc., in explaining the concept of operations for movement to the objective area, actions at the objective area, and the return. Terrain models can be used in conjunction with maps to get the major points across to all patrol members.

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h. Supervise. Inspections and rehearsals are vital to proper preparation. They are conducted even though the patrol leader and patrol members are well experienced in patrolling.

(1) Inspections determine the state of readiness, both physical and mental, of the men.

(a) The patrol leader inspects before rehearsals to ensure completeness and correctness of uniform and equipment. The following areas are checked:

- Camouflage.
- Items (e.g., letters and papers) which could provide information to the enemy. They should be removed.
- Identification tags, Geneva Convention cards.
- Prescribed equipment, weapons, and ammunition. They should be available and serviceable.
- Unnecessary equipment and excess weight.

(b) The patrol leader questions each patrol member to ensure he knows—

- The mission, planned routes (primary and alternate), and the fire support plan of the patrol.
- The part he plays—what he is to do and when he is to do it.
- What others are to do, as far as their actions concern him.
- Challenges and passwords, codes, radio call signs, frequencies, reporting times, and any other pertinent details.

(c) There is usually a period of time between final rehearsal and departure. The patrol leader inspects again just before departure to ensure all equipment is still in working order and the men are ready to accomplish the mission.

(2) Rehearsals ensure the operational proficiency of the patrol. Plans are checked and needed changes made. The patrol leader verifies the suitability of equipment. It is through rehearsals that patrol members become thoroughly familiar with the actions they are to take during the patrol.

(a) If the patrol is to operate at night, conduct both day and night rehearsals. Use terrain similar to that over which the patrol will operate. All actions should be rehearsed. If time is limited, rehearse the most critical phases. Action at the objective is the most critical phase of the patrol and is always rehearsed.

(b) An effective method is to talk the patrol through each phase, describing the actions and having each man perform his duties. When satisfied that everything is clear to all members, the patrol leader walks the patrol through all phases of the patrol using only the signals and commands to be used during the actual conduct of the patrol. Continue rehearsals until the patrol is thoroughly familiar with the plan.

(c) The rehearsal is also used to test the soundness of the patrol order and patrol organization.

(3) After the rehearsal, the patrol leader makes final adjustments to his plan and patrol organization based on what he has learned during the rehearsal and from other sources. When this is completed, the patrol leader issues final instructions to his subordinate leaders noting any changes he has made in the patrol organization or plan. While the subordinate leaders are briefing the remainder of the patrol members, the patrol leader reports to his commander stating that his patrol is ready to begin the mission.

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Section IV. Movement To and Return From the Objective Area

2401. General

This section provides guidance to patrol leaders for movement to and return from the objective area. Action in the objective area depends on whether the patrol is assigned a reconnaissance mission, combat mission, or security mission. Sections V, VI, and VII provide guidance for each.

2402. Passage of Lines

a. A *passage of lines* is an operation in which a force moves forward or rearward through another force's combat positions with the intention of moving into or out of contact with the enemy. (JCS Pub. 1.)

b. During his initial preparation for the patrol, the patrol leader selects a patrol assembly area and reconnoiters the area of passage designated by his commander. In coordination with the unit commander responsible for the area of passage, the patrol leader identifies gaps or lanes in minefields and wire obstacles and locates local security elements through which the patrol will pass. The patrol leader also checks the route from the patrol assembly area to the passage point, where the patrol will depart friendly lines, or contact point with the guide. If possible, both the route to the passage point and the route through the front lines should be concealed from the enemy's view.

c. The patrol leader also reconnoiters the area for return passage of lines and coordinates with the unit commander responsible for the area of passage for passage points and lanes as necessary. He observes these points from the front, if possible, to aid in recognition upon return. The patrol leader provides the forward unit with information about the size of the patrol, general route, and expected time of return. The manner of challenge and recognition of the returning patrol should be coordinated in great detail.

d. Upon return to friendly forward local security squads and/or front lines, the patrol leader leaves his patrol in a covered position and moves forward with a radio operator and at least one Marine for security to make contact with the friendly unit in the manner agreed. After he has made contact and been recognized, the patrol leader rejoins his patrol and brings them to the passage point, checking in each man personally.

2403. Organization for Movement

The task organization of the patrol establishes the squads and teams needed to accomplish the mission in the objective area. The patrol leader determines the formation(s) in which the patrol moves to the objective area. He also determines the location of squads, teams, and individuals in the formation. This is called organization for movement.

a. Patrolling Formation

(1) The proper use of patrol formations is critical to the patrol's success. Patrol formation is a subject which is easy to understand yet one of the more difficult to describe. It is an environment where contact with the enemy is for the most part unavoidable but friendly support is available. Since this environment is the same one in which infantry units conduct all other combat operations, the squad and fire team formations described in FMFM 6-5, *Marine Rifle Squad*, also apply to infantry patrolling.

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(2) A misconception seems to have developed that only the column formation is used when a platoon, squad, or fire team conducts a patrol. Granted, the column formation is used extensively by patrolling infantry units. Because the movement of the patrolling infantry usually must be concealed from the enemy, the patrol normally moves through terrain which provides concealment. Control of the patrol in this type of terrain is difficult; thus the column formation, which is easily controlled, is normally used. However, as various types of terrain are encountered, the patrol leader uses the same considerations in determining the appropriate formation as he uses in other infantry operations.

(3) The standard squad and fire team formations are adaptable to a patrol. The patrol may change from one formation to fit the situation and terrain. The patrol leader may have to sacrifice some control for better dispersion or give up some speed for greater stealth and more security. Other considerations include—

(a) Visibility, weather, terrain, and vegetation as they influence dispersion and control of individuals and units. Keep in mind that these affect the enemy equally; if visibility is good for the patrol, the enemy can also see.

(b) Contact with the enemy will be the rule not the exception. Preserving the integrity of fire units (fire teams and, if attached, machinegun teams) is of primary importance. If you break down the integrity of fire units, you reduce your ability to fight. The patrol leader must also position his fire units so as not to mask their fires.

(c) All-around defense of the patrol must not be sacrificed under any circumstances. The conventional squad and platoon formations provide adequate firepower in any direction required. When attachments are made to the infantry patrol, the attachments are positioned within the formation to enhance the firepower of the patrol. If a fire unit, such as a machinegun team or squad, is attached, this fire unit is incorporated into the all-around defense of the patrol by modifying the conventional formation. (See fig. 2-3.) It is permissible to employ machinegun teams individually during movement. However, assault rocket squads and teams should be employed primarily as rifle fire units for movement. Firing the SMAW or LAW from within a patrol formation can present a serious backblast danger to patrol members and should only be fired on the patrol leader's direction. Noninfantry Marines accompanying the patrol are organized into provisional fire units and incorporated into the firepower of the patrol.

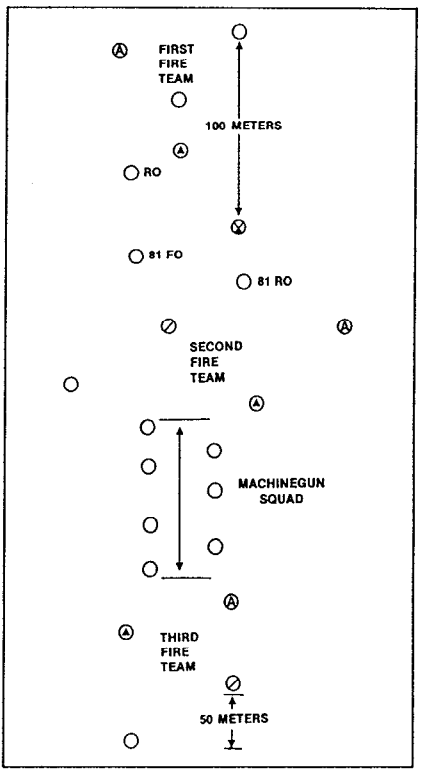

Figure 2-3. Squad Patrol With Attached Mortar FO Team and Machinegun Squad.

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(d) A consideration is time allotted for mission accomplishment. In selecting the formations, the patrol leader must consider the speed of the movement required to meet the time constraints imposed on the patrol. If required to meet a time schedule, use a formation which permits rapid movement. Speed, however, must never be permitted to force the patrol leader into unsafe situations. If the time allocated to accomplish the mission does not allow for safe movement of the patrol, the commander ordering the patrol evaluates the situation. It is acceptable to take a risk, but not acceptable to gamble.

b. Exercise of Control

(1) The patrol leader positions himself where he can best control the patrol as a whole. The assistant patrol leader moves at or near the rear of the patrol and prevents straggling. Other subordinate leaders move with their units. All patrol members assist by staying alert and passing on signals and orders. A signal to halt may be given by any patrol member, but the signal to resume movement is given only by the patrol leader.

(2) Arm-and-hand signals are the primary means of communication within a patrol and should be used exclusively when near the enemy. All members must know the standard infantry signals as well as any special signals required and be alert to receive and pass them to other members.

(3) The patrol leader should speak just loudly enough to be heard. At night, or when close to the enemy, he halts the patrol and has subordinate leaders come forward. He speaks to them in a low voice. They then pass the information to their subordinates by moving from man to man.

(4) Radios provide a means of positive control within a large patrol; however, use radios only when arm-and-hand signals or face-to-face contact between the patrol leader and his subordinate leaders is impractical. When close to the enemy, speak into the microphone using a low voice with hands cupped over the microphone.

(5) Other sound signals may be used if the patrol leader is sure they serve the purpose intended. Planned sound signals are rehearsed before starting on the patrol. Sound signals used must be natural sounds that are easily understood. A few simple signals are better than many signals. Bird and animal calls are seldom satisfactory.

(6) Infrared equipment such as the sniperscope, the metascope, and infrared filters for the flashlight may be used as means of sending and receiving signals and maintaining control at night.

(7) Luminous tape may be used to assist in control at night. Small strips on the back of the cap or collar of patrol members are an aid in keeping visual contact with the man in front. However, the luminous tape must be covered when near the enemy.

(8) An important aspect of control is the accounting of personnel. Account for all personnel after crossing danger areas, after enemy contact, and after halts.

(a) When moving in a column, the patrol leader turns to the man behind him and in a low voice says, *send up the count.* This is passed back to the last man, who starts the count. The last man *sends up the count* by tapping the man in front of him and saying *one* in a low voice. This man taps the man in front of him and says *two.* This continues until the count reaches the patrol leader. The men behind the patrol leader, plus the patrol leader, and the men he knows to be ahead, should equal the total of the patrol. The patrol leader may arrange for the last man to *send up the count* automatically after crossing danger areas, after enemy contact, and after halts.

(b) In large patrols or when moving in a formation other than a column, subordinate leaders check their men and report to the patrol leader by the quickest method appropriate to the circumstances.

c. Navigation

(1) One or more men are assigned as navigators for the patrol. Their function is to assist the patrol leader in maintaining direction by the use of the compass.

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(2) The patrol leader assigns men as pacers to keep track of the distance from point to point. He uses at least two pacers and takes the average of their count for an approximation of the distance traveled. The pacers are separated so they do not influence each other's count. Pacers must know how many of their own paces there are to a meter. This is determined by establishing a known distance of 100 meters by measurement or from a map. Walk the 100 meters using a stride which would normally be used while moving on a patrol, counting the paces as you go. When you reach the end of the known distance, you then divide the number of paces used to cover the distance into 100 (meters) and the answer is the average length of one stride. Additionally, if a more accurate pace count is desired, especially at night and during times of decreased visibility, use a pace cord with an overhand knot tied for each 100 meters. It is essential to maintain an accurate pace count.

(3) Divide the route into *legs*, with each leg starting at a recognizable point on the ground. The pacers begin their counts from zero at the beginning of each leg. This makes the pace count easier to keep and provides periodic checks for accuracy.

(4) Send the pace count forward when the patrol leader turns to the man behind him and in a low voice says, *send up the pace.* Pass this to both pacers, who send up the pace count in meters; for example, *two-hundred, one-seven-five,* or *one-five-zero.*

(5) Patrol members must understand that the counts of both pacers are sent forward. The patrol leader must know the counts of both men in order to check them.

d. Security

(1) Disperse the patrol consistent with control, visibility, cover, and concealment.

(2) Employ scouts to the front, flanks, and rear of the patrol to provide security. For the patrol members traveling in the main body of the patrol, assign areas of responsibility to the front, flanks, and rear. Scouts are the eyes and ears of the patrol leader. They move when and where he directs, maintaining contact with him at all times, except when momentarily obscured by vegetation or other terrain features.

(a) Front. Small patrols (squad size) may employ from one scout up to a fire team as the point, depending on the enemy situation, terrain, and route being followed by the patrol. Normally, squad size patrols will use two scouts as point. The point is responsible for investigating the route of advance immediately to the front of the patrol. (See fig. 2-3.)

1 Move the point as far ahead of the patrol as visibility and terrain permit. When visibility is good, they may precede the main body by as much as 100 meters. The point travels right and left ahead of the patrol, searching the area over which the patrol will pass.

2 The point maintains direction by knowledge of the general route to be followed and visual contact with the patrol leader. The patrol leader or the navigator ensures that the point is proceeding correctly.

3 The point must stay far enough ahead of the patrol to provide security but he is not a trailbreaker for the patrol. If the point loses contact with the patrol, he waits for the main body to catch up or moves rearward if contact is not regained quickly.

4 One of the navigators may be positioned with the point. One man (or more) works as the point while the other is the navigator. The men exchange duties at appropriate intervals to ensure an alert point.

(b) Flank. Flank security for a patrol of squad size or less may be provided by using one or two men on either flank. (See fig. 2-3.) If two scouts are assigned to a flank, one positions himself so he can observe the patrol leader and the other works further out from the patrol. The scout who must observe the patrol leader remains

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within a maximum distance of 100 meters. The scout farther out remains in sight of the inside scout but normally does not move more than 20 or 25 meters away from him. Be prepared to relieve flankers regularly. In moving through dense woods or jungle, the use of flankers may become impractical because of reduced visibility. In such cases, they move with the patrol itself, but maintain observation to their assigned flanks.

(c) Rear. A small patrol normally has only one rifleman assigned as rear security. He maintains an interval between himself and the last man of the patrol at the limit of visibility, up to 50 meters. This man maintains rear security for the patrol by constantly observing to the rear. (See fig. 2-3.)

(3) The patrol is careful not to silhouette itself when moving along high ground.

(4) Avoid danger areas and take advantage of available cover and concealment.

(5) Maintain an even pace. Sudden movements attract attention. Avoid rushing or running.

(6) Avoid known or suspected enemy locations and built-up areas whenever possible.

(7) For night patrols, keep the men close together.

(a) Emphasize silent movement. The battlefield is comparatively quiet at night and sounds carry farther.

(b) Speed of movement is slower than in day patrols which reduces the danger of men becoming separated from the patrol.

(8) Halt the patrol occasionally to observe and listen for enemy activity. This is called a security halt.

(a) Upon signal, every man freezes in place, remains quiet, observes, and listens. This is done upon reaching a danger area and periodically throughout movement en route. It may be necessary to call a security halt just after departing friendly areas and just before entering friendly areas.

(b) The patrol may halt briefly to send a message, eat, rest, check direction, or make a reconnaissance. Select an area that provides concealment and cover, and favors the defense. All-round security is established. The patrol leader checks to ensure that everyone moves out when the patrol starts again. (For extended halts, see par. 2406.)

(9) Infiltration. At times the disposition of enemy forces prevents a patrol from entering the enemy area as a unit; however, pairs of scouts or fire teams may slip through without being discovered. In order to accomplish its mission, use infiltration techniques provided the patrol members are adequately skilled in land navigation and individual movement. Infiltration techniques and procedures are contained in FMFM 6-5, *Marine Rifle Squad*.

2404. Use of Control Measures for Movement

a. Checkpoints. Checkpoints are a means of control between parent unit and patrol. These locations are decided upon and coordinated before the patrol leaves, so that both the patrol members and parent unit will know where the patrol is when the patrol reports in. The parent unit can follow the progress of the patrol without the need of transmitting coordinates which the enemy could monitor.

b. Rallying Points. A rallying point is a place where a patrol can assemble and reorganize. It should provide cover and concealment, be defensible for at least a short time, and be easily recognized and known to all patrol members. All rallying points are considered and identified as tentative rallying points until they are reached, found to be suitable, and designated as rallying points by the patrol leader. Identifying features are pointed out. He ensures that the information is passed to all patrol members.

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(1) **Types of Rallying Points**

(a) **Initial Rallying Point.** This is a point within the friendly area where the patrol can rally if it becomes scattered before departing the friendly area or before reaching the first rallying point en route. It may be the assembly area where the patrol waits while the patrol leader contacts the last friendly position through which the patrol will pass. The location of the initial rallying point must be coordinated with the commander in whose area it lies.

(b) **En Route Rallying Points.** These are rallying points between the initial rallying point and the objective rallying point; and from the objective rallying point back to the point where the patrol reenters friendly lines. They are determined as the patrol passes through a likely area that is suitable for a rally point.

(c) **Objective Rallying Point.** This is the rallying point nearest the objective at which the patrol reassembles after the mission is accomplished. It may be located short of, to a flank, or beyond the objective. This may also be used as the final preparation point. (See par. 2404c.)

(2) **Selecting Rallying Points.** The patrol leader selects likely locations for tentative rallying points during his reconnaissance or map study. A tentative rallying point must be confirmed and announced after examination proves it is suitable. A tentative initial rallying point and a tentative objective rallying point are always selected and identified in the patrol order. If necessary, the patrol leader selects additional rallying points en route as he reaches suitable locations. When the patrol reaches a danger area which it cannot bypass, such as an open meadow or stream, the patrol leader selects a rallying point on both the near and far side. If good locations are not available, he designates the rallying points in relation to the danger area. For example, ". . . 50 meters this side of the trail" or ". . . 50 meters beyond the stream."

(3) **Use of Rallying Points**

(a) The initial rallying point and en route rallying points are designated to enable the patrol to reassemble if it is unavoidably dispersed. These rallying points should only be used when all other methods of retaining control of the patrol have failed. The success of the patrol is jeopardized if it is dispersed and forced to rally.

(b) If the patrol has left the friendly area and becomes dispersed, patrol members return to the last designated rallying point, be it the initial or an en route rallying point, unless the patrol leader gives other instructions.

(c) As was previously noted, the patrol leader selects two rallying points at the near and far sides of danger areas which cannot be bypassed. If the patrol becomes separated or dispersed at a danger area, and there has been no enemy contact at that danger area, the patrol should reassemble at the rallying point on the far side of the danger area. If, however, the patrol is separated or dispersed at a danger area as the result of enemy contact, those who have already crossed the danger area assemble and reorganize at the rallying point on the far side of the danger area; those who have not crossed, assemble and reorganize at the rallying point on the near side. In the absence of the patrol leader and unless he has directed otherwise, the senior man at the rallying point on the near side takes charge, attempts to move the rallied patrol members to the rallying point on the far side and rejoins the remainder of the patrol.

(d) The primary purpose of the objective rallying point is to serve as a location where the patrol reassembles after the various elements and teams have separated to perform their assigned mission. When used also as the final preparation position, the objective rallying point must be suitable to accommodate those activities which are accomplished at the final preparation position.

(4) **Actions at Rallying Points.** The patrol leader plans the actions to be taken at rallying points and instructs the patrol accordingly in the patrol order. Planned actions at the initial rallying point and en route rallying points must provide for the continuation of the patrol as long as there is a

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reasonable chance to accomplish the mission. Action at rallying points should provide plans for—

- Recognition signals for assembly at rallying points.
- Minimum number of men and maximum amount of waiting time required before the senior man at the rallying point moves the rallied patrol members onward toward the objective.
- Instruction for patrol members who find themselves alone at a rallying point.

c. Final Preparation Position. The final preparation position is that location in the vicinity of the objective where the patrol makes final preparations prior to approaching the objective. This position must provide the patrol concealment from enemy observation and, if possible, cover from enemy fires. The patrol leader's reconnaissance is made from this position. It serves as the release point from which units and teams move to the objective to accomplish the mission. If the situation permits, the final preparation point can also be used as the objective rallying point as it provides the patrol with the advantage of leaving behind clothing and equipment not required at the objective.

2405. Precautions at Danger Areas

A danger area is any place where the patrol is vulnerable to enemy observation or fire (open areas, roads, trails, and obstacles such as barbed wire, minefields, rivers and streams, and lakes). Any known or suspected enemy position where the patrol must pass is also a danger area. The patrol leader plans for crossing each danger area and includes these plans in his order so patrol members will know exactly what to do.

a. The patrol reconnoiters the near side of a danger area first, then the patrol leader sends scouts to reconnoiter the far side. Once the scouts report that the far side is clear of the enemy, the remainder of the patrol crosses the danger area. As each individual or group crosses the danger area, they are covered by those remaining and by those who have successfully crossed. Enemy obstacles are avoided as they are usually covered by fire.

b. In crossing a river, the near bank is reconnoitered first; then the patrol is positioned to cover the far bank. Scouts are sent across to the far bank. After the far bank has been reconnoitered and the scouts report that it is clear of the enemy, the patrol crosses as rapidly as possible. This may be done individually or in pairs. If crossing the river requires swimming, the patrol uses improvised rafts to float equipment, weapons, and ammunition across.

c. A road or trail is crossed at or near a bend or where the road is narrow. Observation is restricted and, if the enemy is present, the patrol is exposed as short a time as possible. The near side is reconnoitered; then scouts are sent across to reconnoiter the far side. This includes reconnoitering of the tentative rallying point on the far side. Once the scouts report *all clear*, the remainder of the patrol crosses rapidly and quietly.

d. If the patrol must pass close to an enemy position, it takes advantage of battlefield noises to cover the sounds of movement. If supporting fires are available, the patrol leader can call for them to divert the enemy's attention as the patrol passes.

2406. Hide

a. When a patrol is required to halt for an extended period in an area not protected by friendly troops, the patrol moves into a location which, by the nature of the surrounding terrain, provides passive security from enemy detection. Such an assembly area is termed a *hide*. Situations that require planning for the establishment of a hide include—

- A requirement to cease all movement during daylight hours to avoid detection.
- A requirement to hide the patrol for an extended period while the patrol leader conducts a detailed reconnaissance of the objective area.

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- A need to rest and reorganize after extended movement.
- A requirement for reorganization after a patrol has infiltrated the enemy area in small groups.

b. The patrol leader's plan must include tentative hide locations when the patrol's mission dictates an extended halt within enemy areas. These tentative locations must be confirmed by actual ground reconnaissance prior to occupation by the patrol. The plan for a hide includes both passive and active security measures.

(1) **Passive Security Considerations**

(a) Avoid built-up areas.

(b) Select an area remote from all human habitation.

(c) Avoid known or suspected enemy positions.

(d) Avoid ridge lines, topographic crests, valleys, lakes, and streams.

(e) Select areas which afford good long-range visibility out but poor visibility in.

(f) Avoid roads and trails.

(g) Avoid open woods and clearings.

(h) Select areas offering dense vegetation, preferably bushes and trees that spread out close to the ground.

(2) **Active Security Measures**

(a) Establish security covering all likely avenues of approach into the site.

(b) Establish communications (wire, radio, signal, runner) with posted security to provide early warning of enemy approach.

(c) Select an alternate area for occupation if the original hide is compromised or found unsuitable.

(d) Plan for withdrawal in the event of discovery.

(e) Establish an alert plan with a certain percent of the personnel awake at all times.

(f) Organize the units of the patrol so necessary activities can take place with a minimum amount of movement.

c. The size of the area physically occupied by a patrol in a hide and the number of security posts required are governed by the terrain, quantity and quality of cover and concealment, and size of the patrol.

d. If the situation permits, a hide can also be used as the final preparation position and/or objective rallying point.

2407. Immediate Actions Upon Contact With the Enemy

a. Enemy Contact

(1) A patrol may make contact with the enemy at any time. Contact may be through observation, a meeting engagement, or ambush. Contact may be visual, in which the patrol sights the enemy but is not itself detected. When this is the case, the patrol leader can decide whether to make or avoid physical contact, basing his decision on the patrol's assigned mission and capability to successfully engage the enemy unit.

(2) When a patrol's assigned mission prohibits physical contact, except that necessary to accomplish the mission, its actions are defensive in nature. Physical contact, if unavoidable, is broken as quickly as possible and the patrol, if still capable, continues its mission.

(3) When a patrol's assigned mission permits or requires it to seek or exploit opportunities for contact (as in the case of a combat patrol), its actions are offensive in nature and are immediate and positive.

(4) In infantry patrolling, contacts (visual or physical) are often unexpected at very close ranges, and short in duration. Effective enemy fire often provides leaders little or no time to fully evaluate situations

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and issue orders. In these situations, immediate action drills provide a means for swiftly initiating positive offensive or defensive action, as appropriate.

(5) Two types of physical contact with the enemy are meeting engagement and ambush.

(a) Meeting engagement is a combat action that occurs when a moving force, incompletely deployed for battle, engages an enemy at an unexpected time and place. It is an accidental meeting where neither the enemy nor the patrol expect contact and are not specifically prepared to deal with it.

(b) Ambush is a surprise attack from a concealed position.

b. Immediate Action Drills. Immediate action drills are designed to provide swift and positive small unit reaction to visual or physical contact with the enemy. They are simple courses of action in which all men are so well trained that minimum signals or commands are required and developed as needed for the combat situation, and can, in many cases, be initiated by any member of the unit. It is not feasible to attempt to design an immediate action drill to cover every possible situation. It is better to know one immediate action drill for each of a limited number of situations occurring in a combat area. Arm-and-hand signals associated with immediate action drills, such as freeze, enemy in sight, and hasty ambush right or left are contained in paragraph 3204 of FMFM 6-5, *Marine Rifle Squad*.

c. Drills

(1) Immediate Halt Drill. When the patrol detects the enemy but is not itself detected, the situation requires the immediate, in-place halt of the patrol. The first man visually detecting the enemy gives the silent signal for **FREEZE**. Every man halts in place, weapon at the ready, and remains absolutely motionless and quiet until further signals or orders are given.

(2) Air Observation and/or Attack Drills. These drills are designed to reduce the danger of detection from aircraft and casualties from air attack.

(a) **Air Observation.** When an aircraft, enemy or unidentified, which may detect the patrol is heard or observed, the appropriate immediate action drill is **FREEZE**. The first man hearing or sighting an aircraft which may be a threat, signals freeze. Every man halts in place until the patrol leader identifies the aircraft and gives further signals or orders. Members of the patrol must not look up at the aircraft as sunlight can reflect off their faces even when camouflaged.

(b) **Air Attack.** When an aircraft detects a patrol and makes a low level attack, the immediate action drill air attack is used. The first man sighting an attacking aircraft shouts, **AIRCRAFT: FRONT, (LEFT, REAR, or RIGHT).** The patrol moves quickly into line formation, well spread out, at right angles to the aircraft's direction of travel. As each man comes on line, he hits the ground, using available cover. He positions his body perpendicular to the aircraft's direction of travel, to present the shallowest target possible. (See fig. 2-4.) Between attacks (if the aircraft returns or if more than one aircraft attacks), patrol members seek better cover. Attacking aircraft are fired on only on command of the patrol leader.

(3) Meeting Engagement Drills

(a) **Hasty Ambush.** This immediate action drill is both a defensive measure used to avoid contact and an offensive measure to make contact. It may often be a subsequent action after the command freeze. When the signal **HASTY AMBUSH** is given (by point, patrol leader, or another authorized man), the entire patrol moves quickly to the right or left of line of movement, as indicated by signal, and takes up the best available concealed firing positions. (See fig. 2-5.) The patrol leader initiates the ambush by opening fire and shouting, **FIRE**; thus ensuring initiation of the ambush if his weapon misfires. If the patrol is detected before this, the first man aware of detection initiates the ambush by firing and shouting.

1 When used as a defensive measure to avoid contact, the hasty ambush is not initiated unless the patrol is detected.

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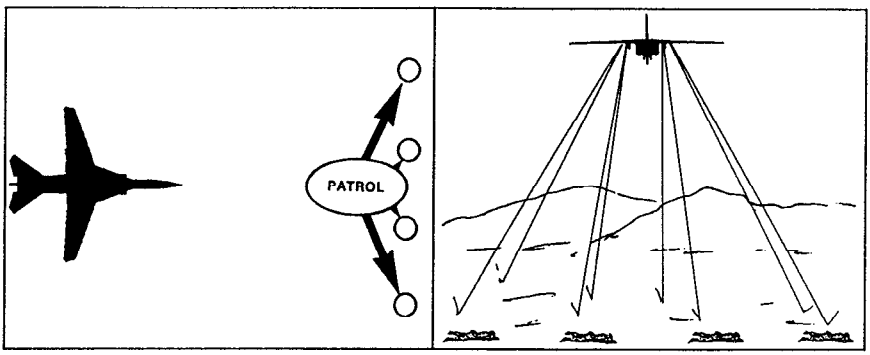

Figure 2-4. Immediate Action Drill—Air Attack.

2. When used as an offensive measure, the enemy is allowed to advance until he is in the most vulnerable position before the ambush is initiated.

3. An alternate means for initiating the ambush is to designate an individual (for example, point or last man) to open fire when a certain portion of the enemy unit reaches or passes him.

(b) Immediate Assault. This immediate action drill is used, defensively, to make and quickly break undesired but unavoidable contact (including ambush), and offensively, to decisively engage the enemy (including ambush). When used in a meeting engagement, men nearest the enemy open fire and shout, **CONTACT, FRONT (RIGHT, LEFT, or REAR).** The patrol moves swiftly into line formation and assaults. (See fig. 2-6.)

1. When used defensively, the assault is stopped if the enemy withdraws and contact is broken quickly. If the enemy stands fast, the assault is carried through the enemy positions and movement is continued until contact is broken.

2. When used offensively, the enemy is decisively engaged. Anyone attempting to escape is pursued and destroyed.

(c) Meeting engagement. If the patrol is fired upon from beyond 50 meters, the patrol must break contact as quickly as possible and continue the mission. If it engages the enemy any longer than necessary to break contact, it jeopardizes the mission.

1. Fire and maneuver is one means to break contact. One portion of the patrol returns the enemy fire while another portion moves by bounds away from the enemy. Each portion of the patrol covers the other by fire until contact is broken by all.

2. The *clock system* is another means to break contact. Twelve o'clock is the direction of movement of the patrol. The patrol leader shouts a direction and a distance. For example, "Ten o'clock—two hundred," means for the patrol to move in the direction of ten o'clock for 200 meters. Patrol members keep their same relative positions as they move so the original formation is not

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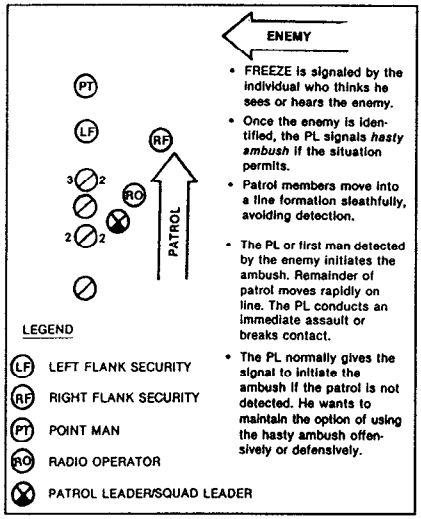

Figure 2-5. Immediate Action Drill—Hasty Ambush.

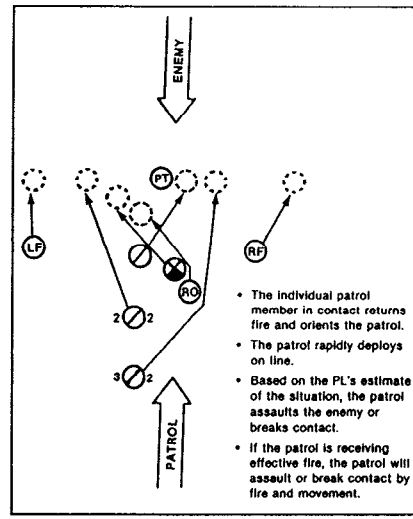

Figure 2-6. Immediate Action Drill—Immediate Assault.

disrupted. Subordinate leaders must be alert to ensure that the members of their elements and teams receive the correct order and move as directed.

(4) Counterambush Drills. When a patrol is ambushed, the immediate action drill used is determined by whether the ambush is a near ambush (the enemy is within 50 meters of the patrol) or a far ambush (the enemy is beyond 50 meters of the patrol). Fifty meters is considered the limit from which the ambushed patrol can launch an assault against the enemy.

(a) In a near ambush, the killing zone is under very heavy, highly concentrated, close range fires. There is little time or space for men to maneuver or seek cover. The longer they remain in the killing zone, the more certain their destruction. Therefore, if attacked by a near ambush react as follows:

1 Men in the killing zone, without order or signal, immediately assault directly into the ambush position, occupy it, and continue the assault or break contact, as directed. This action moves them out of the killing zone, prevents other elements of the ambush from firing on them without firing on their own men, and provided positions from which other actions may be taken. (See fig. 2-7.)

2 Men not in the killing zone maneuver against the attack force and other elements of the ambush, as directed.

3 The assault is continued to eliminate the ambush or to break contact as directed.

(b) In a far ambush, the killing zone is also under very heavy, highly concentrated fires, but from a greater range. This greater range provides men in the killing zone some space for

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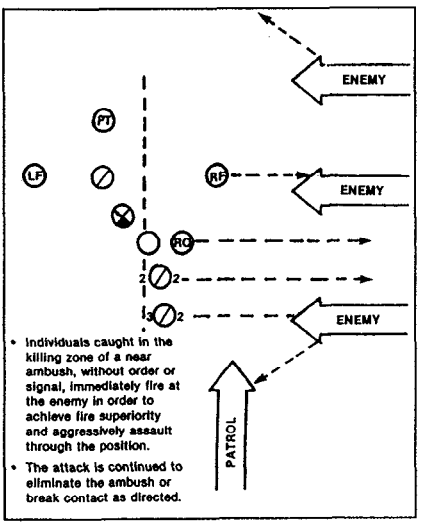

Figure 2-7. Immediate Action Drill—Near Ambush.

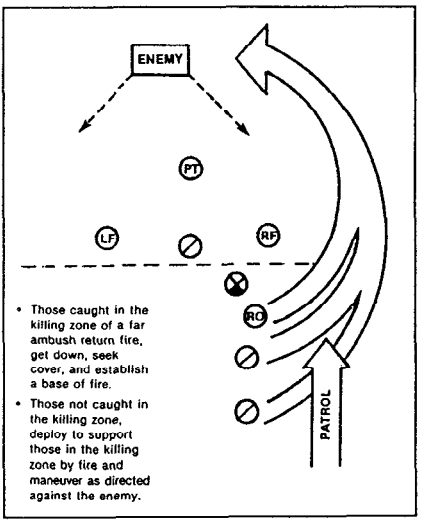

Figure 2-8. Immediate Action Drill—Far Ambush.

maneuver and some opportunity to seek cover at a lesser risk of destruction. Therefore, if attacked by a far ambush, react as follows:

1. Men in the killing zone, without order or signal, immediately return fire, take the best available positions, and continue firing until directed otherwise.

2. Men not in the killing zone maneuver against the ambush force, as directed. (See fig. 2-8.)

3. The assault is continued to eliminate the ambush or to break contact, as directed.

(c) In each situation, the success of the counter-ambush drill employed is dependent on the men being well trained in recognizing the nature of an ambush and well rehearsed in the proper reaction.

2408. Patrol Leader's Action in a Developing Situation

While good patrolling depends on good planning, the patrol leader must not be a slave to the plan. Every combat situation develops differently than expected. The patrol leader must quickly adapt to the situation as it develops. One of the most difficult tasks in battle is to recognize the correct moment for making a decision. Information comes in a little at a time. Should you make the decision now or should you wait a little longer? Generally, it is more difficult to determine the moment for making a decision than it is to formulate the decision itself. When the situation demands, decisions must be made promptly without waiting for more complete information.

In a developing situation, the patrol leader should use the following questions as a guide for battlefield decisions.

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- How has the situation changed?
- What is the effect of that change on accomplishment of his mission and the mission of his immediate superior?
- In light of the above, must a decision be made now?
- What are the options?
- Which option best serves the mission of the unit as a whole?
- Which option promises the most chance of success?

2409. Return From Objective Area

After performing actions in the objective area, the patrol reassembles at the objective rallying point. This phase of the patrol is perhaps the most difficult and dangerous. Patrol members are fatigued, tend to experience an emotional letdown, wounded, and low on water and ammunition. Above all, the enemy in most instances is alerted. At this point the patrol leader and his subordinate leaders must exert positive, dynamic leadership, and all patrol members must draw upon their reserve of strength and initiative. Move the patrol rapidly but carefullly. Maintain patrol security at a high level. In returning to friendly lines the cardinal rule is: do not use or travel near the same route used to get to the objective area. The enemy will have that route covered. For information on reentry of friendly lines, review paragraph 2402c.

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Section V. Reconnaissance Missions

2501. General

The commander needs information about the enemy and the terrain the enemy controls. The information must be accurate and timely to assist him in making tactical decisions. Reconnaissance patrols are one of the most reliable means for obtaining this information. Reconnaissance patrols engage the enemy only when necessary to accomplish their mission or for protection. In general, they avoid combat and accomplish the mission by stealth. They do not usually maintain contact with the unit which sent them out. A reconnaissance patrol is capable of carrying the search for information into the area occupied by enemy forces, usually beyond the range of vision of ground observation post, and is capable of examining objects and events at close range.

2502. Missions

Missions for reconnaissance patrols include gathering information about—

- Location and characteristics of friendly or hostile positions and installations.
- Terrain (routes, stream crossings).
- Obstacles.

Specific missions concerning the following are often assigned.

a. Locate the Enemy

- Location of enemy forces, installations, and equipment.
- Identification of enemy units and equipment.
- Strength of enemy forces.
- Disposition of enemy forces.
- Movement of personnel and equipment of the enemy.
- New or special types of weapons.
- Presence of mechanized units.
- Unusual enemy activity.
- Presence of NBC equipment.

b. Reconnaissance of Enemy Wire Obstacles. A patrol with the mission of investigating hostile wire obstacles employs a formation providing for all-around security and takes precautions against being observed by the enemy. The patrol leader and one man inspect each gap and establish its location by means of compass bearings to prominent objects in the rear of enemy or friendly positions. (See par. 1203b(7).)

c. Reconnaissance of Contaminated Areas. A patrol with the mission of investigating a contaminated area reconnoiters and marks the boundaries of the area. The patrol members wear protective clothing and field protective masks. The leader reports the extent of the area, type of agent used, terrain, vegetation, and method of marking the contaminated area. A sketch of the contaminated area, prepared by the patrol leader, should be included in the report.

d. Reconnaissance of Enemy Mine Fields. Patrols assigned to reconnoiter enemy minefields are often composed of specially trained personnel. When mined areas are discovered, the type of mine is identified and means of bypassing the area determined.

e. Reconnaissance of Terrain. The reconnaissance patrol is particularly suited to gathering information concerning terrain and all features present on any piece of ground. It is necessary that reconnaissance patrols gather detailed information concerning specific objects. Three examples of detailed information are the following:

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(1) **Bridges.** In moving situations, commanders must know the location and condition of bridges in order to make proper plans for the movement of troops. The following information should be obtained by a reconnaissance patrol assigned such a mission.

- Material used in construction—wood, stone, concrete, or steel.
- Material used for abutments—dirt, wood, masonry, concrete.
- Type and number of supporting members of the bridge.
- Condition and dimensions of bridge flooring.
- Presence or absence of mines and demolition charges on the bridge and at entrances/exits.
- Terrain crossed—ravine, stream, another road.
- Primary use—rail, auto, foot.
- Location and type of an alternate crossing if bridge is unusable.

(2) **Streams and Fords.** The following information on streams and fords should be reported.

- Width and depth of stream.
- Composition of the bottom—mud, sand, gravel, rock.
- Speed of current in miles per hour.
- Composition and gradient of banks.
- Surrounding terrain and vegetation cover.

(3) **Roads.** The following information on roads is necessary.

- Width.
- Composition of surface.
- Condition.
- Road blocks.
- Grade—degrees of slopes.
- Curves—location and length.
- Pitch and culvert locations.
- Primary use and frequency of use.

2503. Types of Reconnaissance

a. Point Reconnaissance. The commander may require information about a specific location or small area. The patrol can obtain this information by reconnoitering the location (walking the ground) or by maintaining surveillance over the location.

b. Area Reconnaissance. The commander may require information about an extended area, or may desire information about certain locations within an extended area. The patrol obtains this information by reconnoitering the area, maintaining surveillance over the area, or by making a point reconnaissance of a series of locations within the area.

2504. Task Organization of Reconnaissance Patrols

a. Generally, an infantry unit reconnaissance patrol should use an existing rifle squad to perform the mission.

b. The patrol should be organized with one or two fire teams to actually conduct the reconnaissance mission and the remaining fire team to provide the security.

(1) A small point reconnaissance patrol needs only one fire team for the assigned mission.

(2) A patrol with an area reconnaissance mission should use two fire teams to physically conduct the mission and one fire team for cover and security.

c. The security for a reconnaissance patrol should be organized to cover the likely avenue of approach into the objective, to protect the units conducting the reconnaissance, and to cover the objective rally point.

d. In dense terrain or at night the patrol should remain small.

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e. The variations of the special organization for reconnaissance patrols illustrate the flexibility a patrol leader has in organizing the patrol to meet the requirements of the mission. The patrol leader is not limited to the variations reflected in this subparagraph but can choose any special organization as long as that task organization accommodates the requirement for command and control, reconnaissance, and security.

2505. Size of Reconnaissance Patrols

A reconnaissance patrol should be kept to the minimum number of personnel required to accomplish the mission. A mission requiring a patrol to remain away from its unit for a considerable period of time, or one requiring a patrol to send back information by messenger, increases the size of the patrol. Reconnaissance patrols seldom exceed a squad in strength. Unit integrity should be preserved whenever possible. Intelligence personnel, interpreters, and other specialists, such as radio operators or engineers, are assigned to a patrol if the particular mission requires.

2506. Reconnaissance Equipment

Patrol members are armed and equipped as necessary for accomplishing the mission. The automatic rifle in each fire team provides a degree of sustained firepower in case of enemy contact. The patrol should have at least two pairs of binoculars, two pairs of wire cutters, two maps, two compasses, and two watches. Night observation equipment may be used. Pencils and small notebooks are carried so notes and sketches can be made. A message book with its message blanks and overlay paper is mandatory.

2507. Reconnaissance Patrol Actions at the Objective

a. General. A reconnaissance patrol tries to conduct its reconnaissance without being discovered. Stealth and patience are emphasized. The patrol fights only to accomplish its mission or to protect itself. In some situations, the patrol leader can locate enemy positions by having some of his men fire to draw the enemy's fire. It is not used if there is any other way to accomplish the mission, and is used only when authorized.

b. Area Reconnaissance. An area reconnaissance (previously referred to as a point reconnaissance) is a directed effort to obtain detailed information concerning specific terrain or enemy activity within a specific location. The objective of the reconnaissance may be to obtain timely information about a particular town, bridge, road junction, or other terrain feature or enemy activity critical to operations. Emphasis is placed on reaching the area without being detected.

c. Zone Reconnaissance. A zone reconnaissance (previously referred to as an area reconnaissance) is a directed effort to obtain detailed information concerning all routes, obstacles (to include chemical, or biological contamination), terrain, and enemy forces within a particular zone defined by specific boundaries.

(1) A zone reconnaissance normally is assigned when the enemy situation is vague or when information concerning cross-country trafficability is desired.

(2) The commander specifies specific routes or areas of interest within the zone.

(3) The zone to be reconnoitered usually is described by a line of departure, lateral boundaries, and a limit of advance.

d. Route Reconnaissance. A route reconnaissance is a reconnaissance along a specific line of communication, such as a road, railway, or waterway, to provide information on route conditions and activities along the route.

(1) Reconnaissance of routes and axes of advance precede the movement of friendly forces. Lateral routes and terrain features that can control the use of the route must be reconnoitered.

(2) Considerations include trafficability, danger areas, critical points, vehicle weight and size limitations, and locations of obstacle emplacements.

(3) The route reconnaissance is narrower in scope than the zone reconnaissance. The limits of the mission are normally described by a line of departure, a specific route, and a limit of advance.

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Section VI. Combat Missions

2601. General

a. Combat Patrols. Combat patrols are assigned missions which usually require them to actively engage the enemy. They are fighting patrols. Every combat patrol, no matter what its specific mission, has a secondary mission—gaining information about the enemy and terrain. Combat patrols are employed in both offensive and defensive combat operations.

b. Purpose of Combat Patrols. Combat patrols assist the parent unit in accomplishing its mission by—

- Inflicting damage on the enemy.
- Establishing and/or maintaining contact with friendly and enemy forces.
- Denying the enemy access to key terrain.
- Probing enemy positions to determine the nature and extent of enemy presence.

2602. Missions

Combat patrols perform a variety of missions and derive their names from the specific mission they perform.

a. Raid Patrols. Raid patrols destroy or capture enemy personnel or equipment, destroy installations, or free friendly personnel who have been captured by the enemy.

b. Contact Patrols. Contact patrols establish and/or maintain contact with friendly or enemy forces.

c. Economy of Force Patrols. Economy of force patrols perform limited objective missions, such as seizing and holding key terrain to allow maximum forces to be used elsewhere.

d. Ambush Patrols. Ambush patrols conduct ambushes of enemy patrols, carrying parties, food columns, and convoys.

e. Security Patrols. Security patrols detect infiltration by the enemy and protect against surprise and ambush.

2603. Task Organization of Combat Patrols

Paragraph 2202 outlines the general organization of combat patrols. As in the case with reconnaissance patrols, the task organization of a combat patrol depends on the specific mission assigned.

The organization of a combat patrol is built around the structure of the Marine rifle platoon. If any special requirements are generated because of the specific mission, the patrol adds the specialist (i.e., snipers, demolitions, etc.) to the unit assigned the function, and the squad or team task-organizes for the requirement.

2604. Equipment

Combat patrols are armed and equipped as necessary for accomplishing the mission. In addition to binoculars, wire cutters, compasses, and other equipment generally common to all patrols, it usually carries a high proportion of automatic weapons and grenades. Communications with higher headquarters is important as success of the mission may depend on being able to call for supporting fires. Also, internal radio communications with the units and teams may be useful. However, the patrol must not be overburdened with equipment which could impede movement or mission accomplishment.

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2605. Raid Patrols

a. General. A raid is a surprise attack on an enemy force or installation with the attacking force withdrawing after accomplishing its mission. Surprise, firepower, and violence of action are the keys to a successful raid. Surprise can be achieved by attacking—

(1) When the enemy is least prepared (during periods of poor visibility, such as darkness, rain, fog, or snow).

(2) From an unexpected direction. This might be accomplished by approaching through a swamp or other seemingly impassable terrain.

(3) With concentration of firepower at critical points within the objective.

b. Planning. A successful raid requires detailed planning. The leader of a combat patrol engaged in raiding must anticipate probable situations and decide upon definite courses of action to meet them. Rehearsals are imperative. The safety of a raid patrol depends upon all-around security.

(1) **Missions.** A raid patrol accomplishes such missions as probing enemy positions to gain information, destroying an enemy outpost, or seizing prisoners from an observation post or lightly defended position.

(2) **Fire Support.** The patrol leader requests the supporting fire required for the accomplishment of the mission. If practical, artillery and mortars should be employed to *box-in* the objective to prevent movement of enemy reinforcements into the area.

(3) **Strength.** The patrol should have sufficient personnel not only to accomplish its mission, but to take prisoners and to carry out its own wounded. A platoon reinforced could conduct a small raid, however, most objectives would need a company-size unit.

(4) Execution

(a) **Leader's Plan.** The leader's plan must be detailed and complete. All of the considerations outlined in section IV of this chapter must be covered. Patrol formations must provide for ease of control and all-around security while moving to and from the objective area, and provide for rapid and coordinated deployment of the various units once the objective area is reached. The leader's plan usually includes the encirclement of the hostile position, either physically or by fire, to isolate it during the assault.

(b) **Final Assault.** The final simultaneous assault against the objective develops when enemy defensive fires at the objective are suppressed either by friendly fire superiority or surprise. The assault is covered by the fire of the unit assigned the function of support or base of fire.

(c) **Clearing an Area.** Grenades and demolitions are most effective for clearing bunkers. When clearing an isolated building, two or three men, covered by fire, advance until they can fire grenades into the building. The 83 mm assault rocket launcher can also be employed against bunkers and buildings. If grenade or rocket launchers are not available, hand grenades can be employed.

(5) **Security.** Security units are posted to isolate the objective. The patrol leader signals them when the withdrawal is to start. As a minimum, you should have security on each flank and to the rear (at the objective rallying point).

c. Actions at the Objective

(1) The patrol leader halts the patrol near the objective at the final preparation position. He establishes security and makes his leader's reconnaissance, taking along appropriate subordinate leaders. When the leaders return to the patrol, they confirm previous plans or announce any changes. Movements are arranged so all units reach their positions

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at about the same time. This improves the patrol's capability for decisive action, if prematurely detected by the enemy.

(a) **Security Unit.** The teams of the security unit move to positions to secure the objective rallying point, give early warning of enemy approach, block avenues of approach into the objective area, and prevent enemy escape from the objective area.

1 As the assault unit moves into position, the security unit informs the patrol leader of all enemy activity, firing only if detected or on the patrol leader's order.

2 Once the assault unit has begun its action, the security unit prevents enemy entry into, or escape from, the objective area.

3 The security unit covers the withdrawal of the assault unit (and support unit if employed) to the objective rallying point, withdrawing itself only upon order or upon a prearranged signal.

(b) **Assault Unit.** As it approaches the objective, the assault unit deploys early enough to permit immediate assault if detected by the enemy. Each team uses stealth while moving into proper position. On command, or if one or more of the assault unit's team is detected and fired upon by the enemy, the support unit opens fire to neutralize the objective, then ceases or shifts fire according to prearranged plans and signals. As supporting fires cease or shift, the assault unit assaults, seizes, and secures the objective. Demolition teams, search teams, and other teams are protected by the assault unit while they work. On order, the assault unit withdraws to the objective rallying point.

(c) **Support Unit.** If a support unit is employed, the support unit leader deploys his teams to provide fire support for the assault unit. Each member of the support unit must know the scheme of maneuver to be used by the assault unit, specific targets or areas to be neutralized by fire, and the signals which will be employed to commence and cease and/or shift fires. The support unit withdraws on order of the patrol leader.

(2) At the objective rallying point, the patrol leader quickly reorganizes the patrol and begins the return movement to friendly areas.

2606. Contact Patrols

a. General. Contact patrols establish and/or maintain contact to the front, flanks, or rear by—

- Contacting friendly forces at designated contact points.
- Establishing contact with a friendly or enemy force when the definite location of the force is unknown.
- Maintaining contact with friendly or enemy forces.
- Not becoming decisively engaged with the enemy.

b. Task Organization and Equipment. Task organization and equipment depend on the known enemy situation and anticipated enemy contact.

(1) Contact patrols operating between adjacent friendly units, making contact at designated points, are usually small and relatively lightly armed.

(2) A patrol sent out to establish contact with an enemy force is organized, armed, and equipped to overcome resistance of light screening forces in order to gain contact with the main enemy force. It is not organized and equipped to engage the main enemy forces in combat.

(3) Communications is important. Radios must be reliable over the entire distance covered.

c. Actions at the Objective. The patrol leader selects a series of objectives. Once an objective is reached, he initiates a planned set of actions in order to establish and maintain contact with the enemy. His plans and actions are guided by his missions to establish or maintain

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contact, not to engage in decisive combat. Contact with the enemy is maintained to keep him under surveillance, maintaining pressure on his units, keeping him off balance, and preventing him, whenever possible, from seizing the initiative. If the contact patrol becomes decisively engaged with the enemy, many of the tasks originally assigned the patrol cannot be accomplished, since the enemy has seized the initiative and friendly forces are not forced to react.

2607. Economy of Force Patrols

a. General. Economy of force patrols perform limited objective missions, such as seizing and holding key terrain, to allow maximum forces to be used elsewhere.

(1) An economy of force patrol attacking a defended objective is organized, armed, and equipped in the same manner as a raid patrol. Its actions at the objective differ from those of a raid patrol only in that it holds the objective instead of withdrawing.

(2) An economy of force patrol can be employed to seize an undefended objective, establish a defensive position, and deny the position to the enemy.

b. Missions. The economy of force patrol carries out its mission by—

(1) Establishing roadblocks behind the enemy to retard enemy movement or prevent reinforcement.

(2) Seizing key terrain to deny the enemy access to an area.

(3) Covering the withdrawal of a larger force to deceive or delay the enemy.

(4) Conducting small unit attacks to occupy the enemy in one area in order to allow a major effort to be made elsewhere.

2608. Ambush Patrols

a. General

(1) An ambush is a surprise attack from a concealed position upon a moving or temporarily halted target. It is one of the oldest and most effective types of military action.

(2) The ambush may include an assault to close with and decisively engage the enemy, or the attack may be by fire only.

b. Purpose of Ambushes. Ambushes are executed for the general purpose of reducing the enemy's overall combat effectiveness and for the specific purpose of destruction of his units. The cumulative effect of many small ambushes on enemy units lowers the morale of enemy troops and, in general, is harassment to the enemy force as a whole.

(1) Destruction is the primary purpose because loss of men killed or captured, and loss of equipment and supplies destroyed or captured, reduces the overall combat effectiveness of the enemy.

(2) Harassment is a secondary purpose. Though less apparent than physical damage, it is very important. Frequent ambushes force the enemy to divert men from other missions to guard convoys, troop movements, and carrying parties. When enemy patrols fail to accomplish their mission because they are ambushed, the enemy is deprived of valuable information. A series of successful ambushes causes the enemy to be less aggressive and more defensive minded. His men become apprehensive and overly cautious. They become reluctant to go on patrols, they seek to avoid night operations, are more subject to confusion and panic if ambushed, and in general, decline in effectiveness.

(3) Combat effectiveness of friendly units is increased when that of the enemy is reduced. A reduction in the enemy's patrolling effort allows greater freedom of action for our patrols, convoys, and other troops.

(4) Patrols operating deep in enemy areas may be able to partially or completely resupply themselves through ambushes, thus increasing combat effectiveness at the expense of the enemy.

c. Classification of Ambushes. Ambushes are classified as deliberate ambushes and ambushes of opportunity.

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(1) A deliberate ambush is one in which prior information about the enemy permits detailed planning before the patrol departs for the ambush site. Information needed to plan a deliberate ambush includes the size, composition, and organization of the force to be ambushed; how the force operates; and the time it will pass certain points or areas. A deliberate ambush may be planned for such targets as—

(a) Any force, when sufficient prior information is known.

(b) Enemy patrols which establish patterns by frequent use of the same routes or which habitually depart and reenter their own areas at the same point.

(c) Logistics columns.

(d) Troop movements.

(2) An ambush of opportunity is conducted when available information does not permit detailed planning before the patrol departs. This is the type of ambush that an infantry unit normally conducts. An ambush of opportunity should not be confused with a hasty ambush. An ambush of opportunity is a planned ambush; a hasty ambush is an immediate action drill. In planning for an ambush of opportunity, the patrol must be prepared to execute any of several courses of action. These courses of action are based on the types of targets that may be ambushed and must be rehearsed prior to departure. The course of action taken is determined when the opportunity for ambush arises.

(a) The patrol leader may be directed to reconnoiter an area for a suitable ambush site, set up at the site selected, and execute an ambush against the first profitable target that appears.

(b) The patrol may depart just after dark, move to a specific point, run a traffic count until a designated time, ambush the first profitable target after that time, and return before daylight.

d. Types of Ambushes. There are two types of ambushes: area and point.

(1) The area ambush is one where forces are deployed as multiple related point ambushes.

(2) The point ambush is one where forces are deployed to attack along a single killing zone.

(3) A point ambush, whether independent or part of an area ambush, is positioned along the enemy's expected route of approach. Formation of the forces conducting the ambush is an important consideration because, to a great extent, the formation determines whether a point ambush is able to deliver the heavy volume of highly concentrated fire necessary to isolate, trap, or destroy the enemy.

(4) The ambush formation to be used is determined by careful consideration of possible formations and the advantages and disadvantages of each in relation to—

- Terrain.
- Conditions of visibility.
- Forces.
- Weapons and equipment.
- Ease or difficulty of control.
- Target to be attacked.
- Overall combat situation.

(5) For a detailed discussion of ambush formation, see appendix D.

e. Other Descriptive Terms. Ambush operations are further described and discussed in the following terms:

(1) **Ambush Site.** The location at which an ambush is established.

(2) **Killing Zone.** That portion of an ambush site where fires are concentrated to trap, isolate, and destroy the target.

(3) **Near Ambush.** A point ambush whose attacking force is located within reasonable assaulting

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distance of the killing zone (50 meters is a guide). Close terrain, such as a jungle or heavy woods, may require this positioning.

(4) Far Ambush. A point ambush whose attack force is located beyond reasonable assaulting distance of the killing zone (beyond 50 meters is a guide). This location may be appropriate in open terrain offering good fields of fire or when attack is by fire only (harassing ambush).

f. Factors for a Successful Ambush Patrol. There are many factors that give the ambush its best chance of success. The ideal situation would be to have all of these factors accommodated but that is seldom possible.

(1) Favorable Terrain. Select an area in which the enemy will be canalized between two obstacles with limited opportunity to attack or escape. Suitable areas include defiles, small clearings, bends in trails, and steep grades. Dense undergrowth adjacent to the ambush site permits observation from concealed positions. The ambush patrol should have maximum cover and concealment, not only for the firing positions, but for the routes of withdrawal. The enemy should be in an area offering as little protection from fire as possible. Favorable fields of fire include stretches of road, trail, or open ground of at least 100 meters for machineguns and 15 meters for rifle fire and grenades. Construct obstacles, such as felled trees, wire, landmines, or boobytraps to impede the enemy.

(2) Prior Planning. An ambush, be it a deliberate ambush or an ambush of opportunity, requires sound planning.

(a) A deliberate ambush plan is based on extensive knowledge of the enemy and terrain, and is planned and rehearsed in great detail. Make a physical reconnaissance of the ambush site during the preparation phase and incorporate the information gained into the plan. Examine all likely reactions the enemy could adopt when ambushed. Develop and rehearse planned counteractions.

(b) In planning an ambush of opportunity, use any information on the enemy and terrain, however sketchy, which is available. Develop and rehearse a tentative plan for the ambush which incorporates all that can be anticipated. However, the bulk of planning is done on the spot during the patrol leader's reconnaissance of the prospective target. In a rapidly developing situation, employ the hasty ambush drill.

(c) The following factors apply to both deliberate ambushes and ambushes of opportunity.

1 **Routes.** Plan a primary route which allows the patrol to enter the ambush site from the rear. Avoid entering the prospective killing zone. If the killing zone must be entered to place mines or explosives, take great care to remove any tracks and signs that might alert the enemy and compromise the ambush. If mines or explosives are to be placed on the far side of the ambush site, or if the appearance of the site from the enemy's viewpoint is to be checked, make a wide detour around the killing zone. Here, too, take great care to remove any tracks which might reveal the ambush. Plan an alternate route from the ambush site to the objective rallying point, as in other patrols.

2 **Ambush Site.** Use maps and aerial photographs to carefully analyze the terrain. When possible, make an on-the-ground reconnaissance of the ambush site prior to occupying it. Avoid obvious ambush sites. The important element of surprise is even more difficult to achieve in these areas. Considering this, an ambush site must provide for—

a Favorable fields of fire.

b Occupation and preparation of concealed positions.

c Canalization of the target into the killing zone. An *ideal* killing zone restricts the enemy on all sides, confining him to an area where he can be quickly

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and completely destroyed. Use natural obstacles whenever possible, such as cliffs, streams, embankments, or steep grades, which force vehicles to slow down. Manmade obstacles, such as barbed wire, mines, and cratered roads, are used to supplement natural obstacles.

d. Covered routes of withdrawal which enable the ambush force to break contact and avoid pursuit by effective fire.

3. **Occupation of Ambush Site.** Search the surrounding area for enemy patrols prior to occupation of the ambush site.

4. **Positions.** Move the patrol into the ambush site from the rear. Position security first to prevent surprise while the ambush is being established. Then position automatic weapons so that each can fire along the entire killing zone. If this is not possible, give them overlapping sectors of fire so that the entire killing zone is covered. The patrol leader then selects his position, located so he can tell when to initiate the ambush. Position riflemen and grenadiers and assign sectors of fire to cover any dead space left by the automatic weapons. The patrol leader sets a time by which positions are to be prepared. Patrol members clear fields of fire and prepare positions in that order, with attention to camouflage for both.

5. **Suitable Objective Rallying Point.** Select an easily located objective rallying point and make it known to all patrol members. Locate the objective rallying point far enough from the ambush site so that it will not be overrun if the enemy assaults the ambush. Reconnoiter routes of withdrawal to the objective rallying point. Situation permitting, each man walks the route he is to use and picks out checkpoints. When the ambush is to be executed at night, each man must be able to follow his route in the dark. After the ambush has been executed, and the search of the killing zone completed, quickly but quietly withdraw the patrol, on signal, to the objective rallying point, reorganize, and begin the return march. If the ambush was not successful and the patrol is pursued, withdrawal may be by bounds. The last group may arm mines, previously placed along the withdrawal route, to further delay pursuit.

6. **Local Security.** Security must be maintained. Security elements do not usually participate in the initial attack, but protect the rear and flanks, and cover the withdrawal.

7. **Patience.** The patrol may be forced to occupy an ambush site well ahead of the arrival of the target. Patience is essential if secrecy is to be maintained.

8. **Surprise.** Surprise must be achieved, or the attack is not an ambush; it is surprise that distinguishes the ambush from other forms of attack. It is surprise that allows the ambush force to seize and retain control of the situation. If complete surprise cannot be achieved, it must be so nearly complete that the target is not aware of the ambush until too late for effective reaction. Surprise is achieved by careful planning, preparation, and execution so that targets are attacked when, where, and in a way for which they are least prepared.

9. **Coordinated Fires.** Position all weapons, mines, and demolitions, and coordinate all fires, including those of available artillery and mortars, to achieve the following results:

a. Isolation of the killing zone to prevent escape or reinforcement.

b. Surprise delivery of a large volume of highly concentrated fires into the killing zone.

10. **Control.** Maintain close control during movement to, occupation of, and withdrawal from the ambush site. This is best achieved through rehearsals and establishment and maintenance of good communications. The men of the ambush force must

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control themselves so that the ambush is not compromised. Exercise patience and self-discipline by remaining still and quiet while waiting for the target to appear. Forego smoking, endure insect bites and thirst in silence, resist the desire to sleep, ease cramped muscles, and perform normal body functions. When the enemy approaches, resist the temptation to open fire before the signal is given. The patrol leader must effectively control all elements of the ambush force. Control is most critical at the time the enemy approaches the killing zone. Control measures must provide for—

a. Early warning of enemy approach.

b. Fire control. Withhold fire until the enemy has moved into the killing zone, then open fire at the proper time. This is a key part of the ambush. Withhold fire until the signal is given, then immediately deliver in the heaviest, most accurate volume possible. Properly timed and delivered fires contribute heavily to the achievement of surprise, as well as to destruction of the enemy. When the enemy is assaulted, the lifting or shifting of fires must be equally precise; otherwise, the assault is delayed and the enemy has an opportunity to recover and react.

c. Initiation of appropriate action, if the ambush is prematurely detected.

d. Timely and orderly withdrawal of the ambush force from the ambush site and movement to the objective rallying point.

g. Execution of an Ambush. The manner in which the patrol executes an ambush depends primarily on whether the purpose is harassment or damage. To a lesser degree, the execution of the ambush is determined by whether the ambush is deliberate or an ambush of opportunity.

(1) When the primary purpose is harassment, the patrol seals off the area with security teams to prevent reinforcement and escape of the enemy. Maximum damage is inflicted with demolitions and automatic weapons fire. The patrol delivers a very heavy volume of fire for a short time and withdraws quickly and quietly. The patrol does not assault, except by fire, and avoids physical contact. The patrol avoids being seen by the enemy.

(2) When the primary purpose of the patrol is damage, seal off the area with security units. Maximum damage is inflicted with demolitions, antitank weapons, and automatic weapons fire from the support team or element. When these fires cease or shift, launch an assault into the killing zone with heavy fire and great violence to complete destruction. The assault unit provides security, while designated teams kill or capture personnel and destroy vehicles and equipment. On the patrol leader's command or by prearranged signal, all units withdraw to the objective rallying point and move out quickly.

(3) When the patrol's primary purpose is to obtain supplies or capture equipment, security units seal off the area. Use demolitions and weapons to disable vehicles, but not to destroy them. The assault unit must use care to ensure its fire does not damage the desired supplies or equipment. Designated teams secure the desired items. Other teams then destroy vehicles and equipment. If the ambush is executed to obtain supplies deep in the enemy area, leave no enemy personnel to give information about the patrol, and destroy all vehicles and remaining supplies and equipment.

h. Miscellaneous Ambush Techniques

(1) The most successful type of ambush requires that the attacker be deployed and concealed in such a way that the enemy will unknowingly be surrounded by fire.

(2) The usual method is for the attackers to deploy themselves along a trail or route the enemy will travel. The enemy is permitted to pass by the center of the attacker's force so that the attack can be made from the front, flank, and/or rear. Post one or two men well forward and to the rear along the route to prevent any enemy from escaping. All fires should be delivered simultaneously on a prearranged signal.

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(3) An effective method of disrupting enemy communication wire is for an ambushing patrol to cut or short-circuit the wire. The patrol then deploys and ambushes the line repair crew when it arrives. Since the line crew may be protected by riflemen, the attackers must be careful to engage the entire party.

(4) Vehicles and foot personnel moving on well established transportation routes can sometimes be captured by altering or moving directional signs so as to divert the enemy into an area where he can be more readily attacked. The attack can best be accomplished at an obstacle, such as a stream or gully, which forces the enemy to stop or slow down.

(5) On little-traveled roads, an obstacle placed in a defile, in woods, on a bridge, or on a steep upgrade can be used effectively to force vehicles to halt, and thus render the occupants vulnerable to attack. Antitank mines may be emplaced and the occupants of the wrecked vehicle killed or captured while still dazed by the explosion.

(6) After the enemy has been ambushed and destroyed, the unit quickly withdraws over a prearranged route to the objective rallying point. Speed is very important, since the noise of the ambush may have alerted other nearby enemy units.

(7) It is important to remember that an ambush patrol should have four distinct signals—one to open fire (with an alternate signal to open fire to be used at the same time as the primary), a signal to cease fire or shift fire, a signal to assault or search the killing zone, and a signal to withdraw.

(8) Ambush formations are used to physically deploy the patrol in a manner to inflict maximum destruction upon the enemy and to provide maximum security to the patrol. Ambush formations are contained in appendix D.

(9) The signal to open fire should meet two criteria. First, it should be the firing of a weapon that will kill the enemy. Second, it should be a weapon that will shock the enemy and throw him into a state of confusion. A good primary signal is a Claymore mine, and an alternate signal would be an M60 light machinegun.

2609. Security Patrols

a. General. Security patrols are assigned missions which may or may not require them to engage the enemy. They are used in proximity to defensive positions, on the flanks of advancing units, or in the rear of your lines. The primary purpose of the security patrol is to detect infiltration by the enemy, destroy infiltrators, and protect against surprise and ambush.

(1) In any combat situation, or in any area where there is a threat of attack, such as a rear area threatened by guerrillas or a facility that is under threat of a terrorist attack, all Marine personnel, not only infantry, must know how to conduct a security patrol.

(2) In a normal offensive situation, infantry units provide security patrols to screen their flanks, areas, and routes. Whereas, in a defensive situation, security patrols are used to prevent the enemy from infiltrating an area, to detect and destroy infiltrators, and to prevent surprise attacks. In rear areas, particularly in a war or an area where there is guerrilla or terrorist threat, the defensive requirement increases for all units, particularly aviation and combat service support units, to conduct security patrols for protection of themselves and their facilities.

b. Task Organization and Equipment. Generally, a Marine rifle squad or squad type organization is considered ideal for security patrols, with all members heavily armed with rifles, flak gear, grenades, M203's, ample supply of flares, etc. The patrol is armed and equipped according to the known situation and anticipated contact. Since information is of great importance to higher headquarters, a reliable radio, capable of communications over the entire distance, must be carried by the patrol, and the patrol must have a secondary means of reporting (i.e., flare signals upon contact).

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c. Patrol Procedures. All of the procedures presented in this manual are to be utilized in security patrols. The major difference is that infantry personnel will normally conduct reconnaissance and combat patrols, and all Marine units should be able to conduct security patrols.

d. Patrol Planning. Whoever conducts a security patrol must practice a few basic planning rules, which include:

- The patrol must be planned for and rehearsed.
- Communications must always be maintained.
- It must be supported by organic weapons.
- It must be reinforced if necessary.
- It must use varied routes; never establish a routine pattern.
- It must be within proximity of friendly positions.

e. Patrol Techniques

(1) Within rear areas, establish an irregular pattern of patrol that is changed daily.

(2) Outside of friendly lines it would be prudent to establish a definite preplanned route for the patrol, of which all units on the right and left know the route. The dispatching unit commander establishes frequent checkpoints for control.

(3) If checkpoints are utilized, the patrol leader treats them as individual objectives to be searched and cleared.

(4) The patrol has a definite plan as to what to do if contact with enemy is made, how to break contact, how to defend itself, and how to call for supporting fires. It is imperative that the patrol know what to do if they become split or separated; i.e., where to go and how to be recovered.

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Section VII. Information and Reports

2701. General

It is necessary that each patrol leader and member be trained in observing and reporting their observations accurately. The leader of a patrol should have all members of his patrol signal or report to him immediately any information obtained. These reports should not be restricted to information about the enemy, but should also include information about the terrain, such as newly discovered roads, trails, swamps, and streams. The leader includes all information in his report to the officer dispatching the patrol.

2702. Sending Back Information

The patrol leader is informed by the officer dispatching the patrol if messages are to be sent back and what means of communication are to be used. Messages may be oral or written. They must be accurate, clear, and complete. Every message should answer the question what, where, and when. For detailed discussion on reporting, see paragraph 1603.

a. Oral Messages. A patrol leader sending an oral message should make it simple, brief, and avoid using numbers and names. He should have the messenger accurately repeat the message back to him before leaving.

b. Written Messages. In preparing written messages, the patrol leader must distinguish between what is known to be a fact and what is opinion. Information about the enemy should include: strength, armament and equipment, actions, location and direction of movement, unit destination if known, the time enemy was observed, and the patrol's location when the observation was made. Use of an overlay or sketch may often simplify the message.

c. Use of Messengers. If the message is of great importance and the patrol is in enemy territory, two messengers, each taking a different route, are dispatched to increase the possibility of having the information reach the person for whom it is intended. A messenger is given exact instructions as to where the message is to be delivered and the route to be taken. Any information he obtains along the route should be reported at the time the message is delivered. If delayed or lost, he should show the message to an officer, if possible, and ask his advice. Messengers must be given all practical assistance. If in danger of capture, the messenger immediately destroys his message.

d. Use of Radio and Other Means. If the patrol is provided with a radio, a definite radio schedule for *checking in* must be arranged before departure of the patrol. The patrol leader takes every precaution to ensure that codes and copies of messages are not captured by the enemy. If a close reconnaissance of enemy lines is required, the radio should be left in a concealed location which is a safe distance from the enemy. Once a report is sent by radio, the patrol should leave the area immediately to avoid the possibility of detection by enemy locating devices. Pyrotechnics (flares, colored smoke, grenades, etc.) and air-ground panels may also be used by patrols for reporting information.

e. SALUTE Report. Information must be reported as quickly, accurately, and as completely as possible.

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An established method to remember how and what to report about the enemy is by using the letters of the word SALUTE:

S ize

A ctivity

L ocation

U nit

T ime

E quipment

An example of such a report is: *Seven enemy soldiers, unit unknown, traveling SW, crossed road junction on BLACK RIDGE at 211300 August carrying one machinegun and one rocket launcher.*

2703. Captured Documents and Equipment

Every patrol should make a practice of searching enemy casualities, prisoners, and installations for equipment, papers, maps, messages, orders, diaries, and codes after first checking for boobytraps. These are collected by the patrol leader and turned in with the patrol report. The items found are marked as to time and place of capture. Where possible, captured items should be linked to a specific prisoner from whom it was taken or found near. When this is done, the PW tag and item tag is marked accordingly. The patrol leader must impress upon the members of his patrol the importance of turning in all documents and equipment.

2704. Prisoners

A patrol normally does not capture prisoners unless this is required by the mission. If prisoners are taken, the "5S" rule applies.

- Search.
- Segregate.
- Silence.
- Speed.
- Safeguard.

a. Search. Prisoners are body-searched thoroughly for weapons and documents as soon as they have been captured. This search must include the helmet, body armor, and gas mask. These items are left with the prisoner for protection until the patrol is completed. Weapons, equipment, and documents are tagged and immediately sent to the patrol leader.

b. Segregate. Prisoners are segregated into isolated groups: officers, noncommissioned officers (NCO's), privates, deserters, and civilians. This prevents leaders from organizing escapes and issuing orders to subordinates.

c. Silence. Silence is essential. Do not allow prisoners to talk to each other.

d. Speed. Speed is required in getting prisoners to the commander who dispatched the patrol. Timely information secured from prisoners is essential.

e. Safeguard. Prisoners are safeguarded as they are moved. They are restrained, but not abused. If the patrol is going to reach friendly positions relatively soon, prisoners are not given cigarettes, food, or water until they have been questioned by interrogators. If the patrol will not return to a friendly position for a long time, food and water are provided to prisoners.

2705. Patrol Report

Every patrol leader makes a report when the patrol returns. Unless otherwise directed, the report is made to the person ordering the patrol. If the situation permits, the report is written and supported by overlays and/or sketches. The patrol leader's report should be a complete account of everything of military importance observed or encountered by the patrol while on the assigned mission. It should include the following information:

- Size and composition of patrol.
- Tasks (mission).
- Time of departure.
- Time of return.
- Routes, out and back (show by sketch, azimuth, trace on map).

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- Terrain (general description to include any man-made or natural obstacles and critical terrain features which, if occupied by either enemy or friendly forces, would allow them to control the surrounding area).
- Enemy (size, activity, location, unit, time, equipment).
- Any map corrections (show on map).
- Miscellaneous information (everything not covered elsewhere in report).
- Results of encounters with the enemy.
- Condition of patrol, including disposition of any dead or wounded.
- Conclusion and recommendations.

2706. Patrol Critique

After the patrol has rested and eaten, the patrol leader should hold a critique. Constructive criticism is made. It is an excellent time to prepare for future patrols by going over lessons learned as a result of the patrol.

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Section VIII. Patrol Practical Exercise

Time is 1130, 1 August, when the 2d squad leader receives word that he is to report to his platoon commander at 1145, prepared to receive a patrol order. At 1145, the squad leader reports to the platoon commander with notebook, pen, and map of the local area and receives the commander's patrol order.

2801. Orientation.

Our battalion is currently halted with companies abreast, preparing to continue the attack north tomorrow afternoon. Our company is the western flank in the vicinity of grid 259462. India company is the eastern flank in the vicinity of grid 273464. Note the village 3000 meters north of the battalion at grid 269493 and the hard surface road running north-south on the battalion eastern flank. (See fig. 2-9.)

2802. Patrol Order

a. Situation

(1) **Enemy.** The enemy is located in the vicinity of grid 277491, 277501, and 277509. The heaviest enemy concentration, about a battalion, is located at grid 277509. The enemy has been seen moving through the village at grid 269493, but no known fixed positions have been identified. NBC agents have not been used in this area but are possible. Gas masks and chemical protective overgarments (CPOG's) will be taken but not worn. The weather should remain fair during the next 24 hours with ground fog settling around midnight and burning off by 0800.

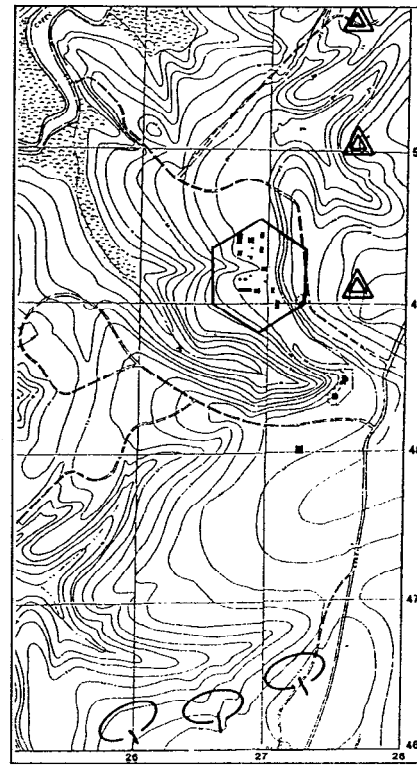

Figure 2-9. Orientation.

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(2) **Friendly.** Local security patrols will be operating approximately 1000 meters forward of the FEBA. Kilo is on our right and 3/6 is on our left. Golf 3/10 is in direct support of the battalion and available to us for your patrol. The company's 60 mm mortars, and the weapons company MK19's, .50 cals, and 81 mm mortars are in general support and available. Think about setting up some target reference points for them. Here is a copy of the battalion's defensive fire support plan. It will be helpful in developing your patrol fire support plan. (See fig. 2-10.) All targets, except the FPF's, can be fired by either the 81 mm mortars, 60 mm mortars, or the supporting artillery battery.

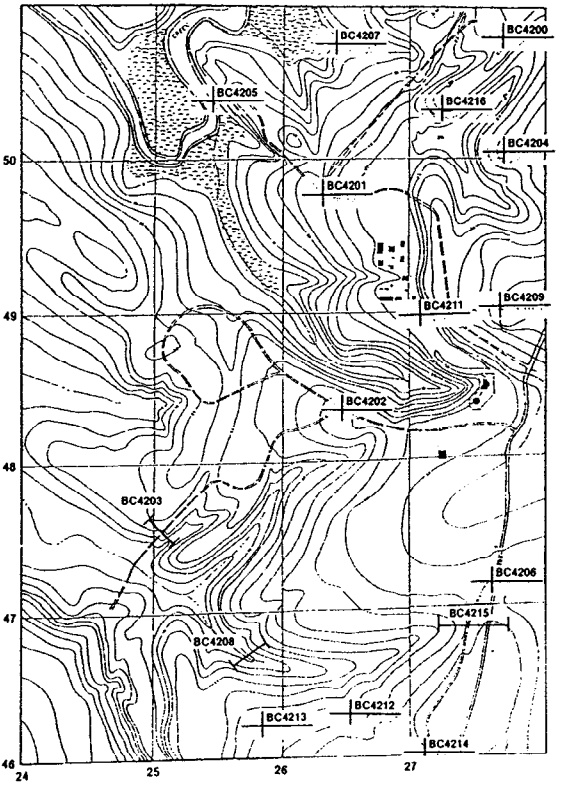

Figure 2-10. Battalion Fire Support Plan.

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(3) **Attachments.** Third machinegun squad and an 81's FO team are attached to you effective at 1230 today.

b. Mission. You will conduct a reconnaissance patrol in order to determine enemy strength, fortifications, and civilian presence in the village located at 269493.

c. Execution

(1) **Concept of Operation.** Your patrol will consist of your squad and the attachments already mentioned.

(2) **Coordinating Instructions.** You will depart after dark and return no later than 1000 tomorrow. After completion of your patrol, you will report directly to the battalion S-2. Advise me by 1500 of your fire support plan, and your plan for departure and reentry of friendly lines.

d. Administration and Logistics. There are no transportation assets available to your patrol. Wounded, KIA's, and prisoners will be returned with the patrol. Rehearsals will be conducted in the rear of the company area in vicinity of grid 260455. All logistical support will come directly from the company gunny.

e. Command and Signal

(1) **Communications.** The patrol's call sign will be A9N and the primary frequency is 45.47, alternate is 52.30. Establish checkpoints and key handset three times when you reach the checkpoints. Your patrol and the battalion S-3, who is net control, will be the only ones using these frequencies. S-3's call sign will be J7Q. Challenge is *rock*, password is *blue*.

(2) **Command.** I will assist you in the preparation and coordination of the patrol but once you depart friendly lines you will be supported and controlled by the battalion S-3. Are there any questions?

2803. Action of the Patrol Leader

Having no questions, the patrol leader begins to prepare his plan for the patrol in accordance with paragraph 2305b. The patrol leader determines that his mission is to move from the company area, under cover of darkness, to the village, conduct a reconnaissance, and return to friendly lines no later than 1000, 2 Aug.

a. Planning Sequence. The patrol leader carefully studies the essential tasks and elements that are required to accomplish the mission. He believes he can best examine the village by splitting his reconnaissance team into two teams and arriving at the village at sunrise, which he knows will occur about 0530. The third fireteam will be used to occupy the objective rallying point (ORP) and the machinegun squad will be used to provide security for the reconnaissance team. When planning unit tasks, the patrol leader is extremely careful to maintain unit integrity.

b. Time Schedule. The patrol leader plans his use of available time using the *reverse* or *backward* planning sequence.

0800	Report to S-2 for debrief.
0600 - 0800	Movement en route to friendly positions.
0530 - 0600	Reconnaissance of village.
0030 - 0530	Movement en route to village.
0001 - 0030	Final inspection.
2230 - 2400	Night rehearsal.
1900 - 2230	Chow/rest.
1730 - 1900	Daylight rehearsal.
1700 - 1730	Initial inspection.
1600 - 1630	Issue order to all patrol members.
1530 - 1600	Brief element/team leaders.
1430 - 1530	Complete plan and brief platoon commander.
1430 - 1330	Make reconnaissance.
1315 - 1330	Issue warning order.
1200 - 1315	Study terrain and situation. Organize the patrol. Assign individual tasks, weapons, and equipment. Coordinate (coordination is continuous throughout the patrol planning process).

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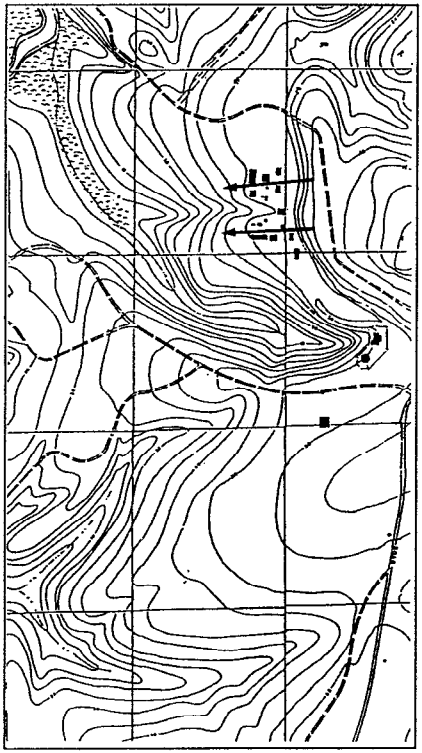

Figure 2-11. Considering Action at the Objective.

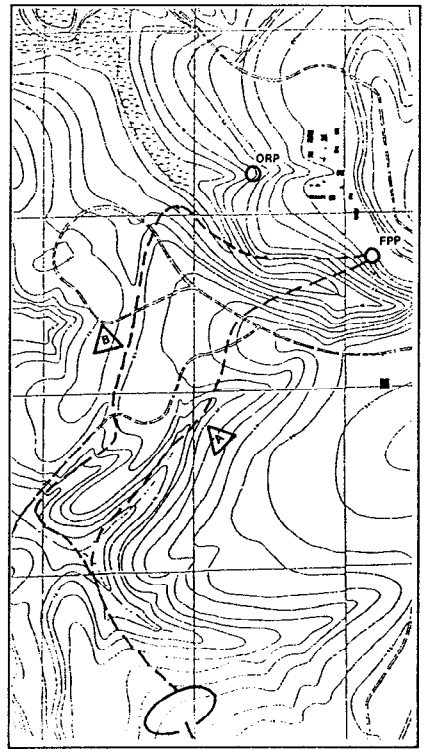

Figure 2-12. Considering Routes to the Objective Area.

c. Key Terrain Features. After setting his time schedule, the patrol leader begins to study the terrain over which his patrol will move, and also the friendly and enemy situation. During his map reconnaissance, the patrol leader pays particular attention to—

- Key terrain (terrain which provides a significant advantage to the holder).
- Terrain features which can be used to aid navigation and as observation points.
- Possible direction of reconnaissance at the objective.
- Tentative final preparation point, objective rallying point, and rallying points.
- Likely danger areas.
- Possible primary and alternate routes.
- Support team employment.
- Likely checkpoints.

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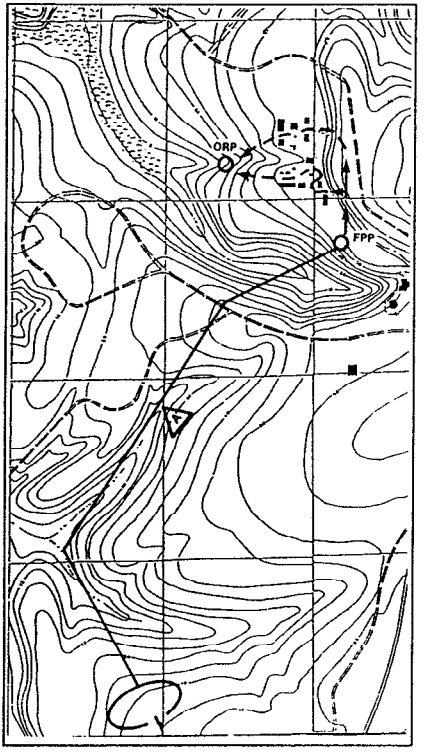

Figure 2-13. Selection of Route to the Objective.

d. Route Selection. The patrol leader notices from the map that terrain to the objective is fairly gentle in contour until about 1000 meters short of the village where the terrain becomes steeper. (See fig. 2-11.) The draw to the front of the company appears to lead to the eastern side of the village, which will assist with navigation to the objective, especially at night. The patrol leader decides to enter the village from the east and move to the west so that he will be going away from the enemy as the sun comes up. (See figure 2-11 without routes shown.)

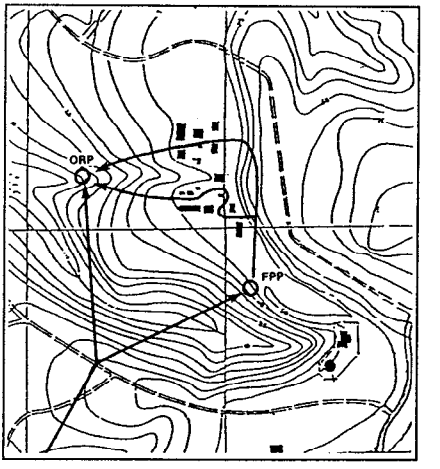

Figure 2-14. Occupation of ORP by Security Team 1 (3d Fire Team).

With direction of movement determined, the patrol leader selects a final preparation point (FPP) and ORP, (see par. 2404 and fig. 2-12), and begins examining possible routes to and from the objective.

(1) Objective Route. Route A offers ease of navigation because the patrol will be traveling in the draw most of the way. It allows for navigation by following the terrain and has only two danger areas (the two road crossings). Route B offers a more gradual contour and ease of navigation near the FPP but is longer and has more danger areas. After careful consideration, the patrol leader selects Route A as his route to the objective because of ease of navigation at night. (See fig. 2-13.) Using the same criteria he used in selecting the patrol's primary route, the patrol leader selects a route for Security Team 1 in order to occupy the ORP. (See fig. 2-14.)

(2) Return Route. Remembering that he must return to friendly lines by a different route (review paragraph 2409), he examines two possible return

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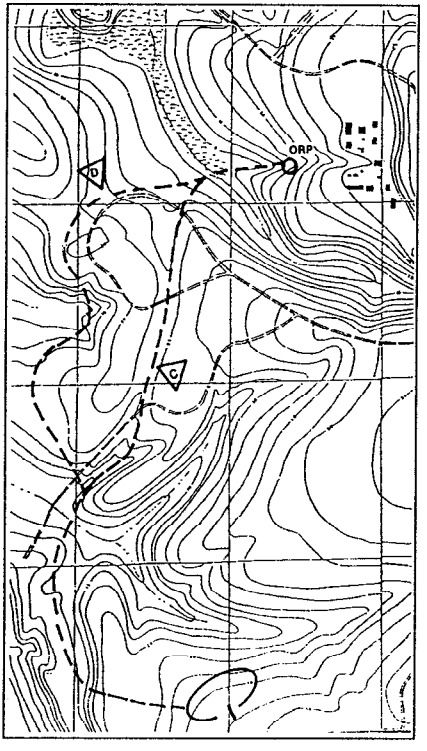

Figure 2-15. Considering Return Routes from Objective.

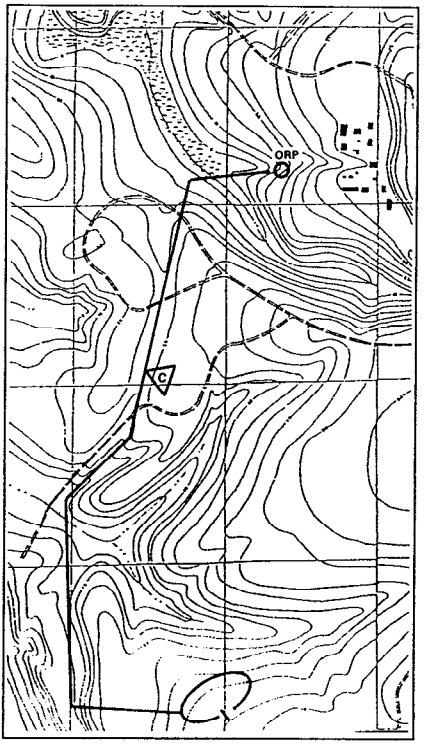

Figure 2-16. Selection of Return Route.

routes. (See fig. 2-15.) He chooses Route C because it provides the patrol cover and concealment from enemy observation and fire sooner than route D. (See fig. 2-16).

e. Security Team Assignment. He next examines the objective area and determines that the machinegun squad, Security Team 2, can best be employed by positioning them east of the objective, along the road. This places them between the known enemy positions and the objective, and along a high speed avenue of approach. (See fig. 2-17.) On order, Security Team 2 will withdraw through the village to the ORP. (See fig. 2-18.)

f. Preliminary Action Plan. From his study of the mission, terrain, and situation, the patrol leader

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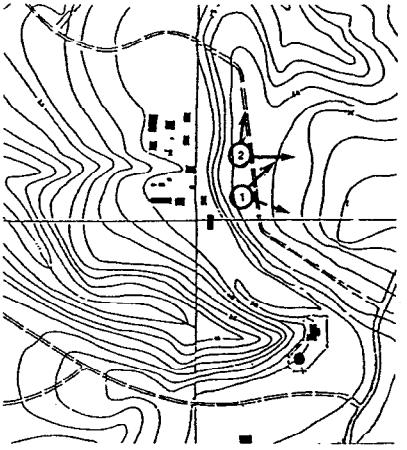

Figure 2-17. Placement of Security Team 2 (Machinegun Squad).

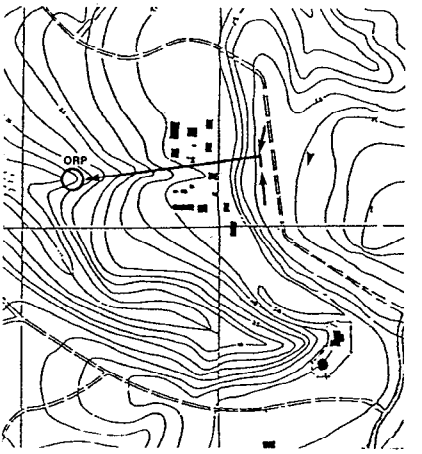

Figure 2-18. Withdrawal of Security Team 2 (Machinegun Squad).

formulates a tentative plan of action for accomplishing his mission.

(1) He organizes the men, weapons, and equipment essential to the patrol. The men and weapons available to him are stated in the operation order he received from his platoon commander.

(2) He decides that since most of the patrol will be conducted under cover of darkness over unfamiliar terrain, the column formation will be used during movement because it offers ease of control. (See par. 2403b.)

(3) Some of the equipment he considers bringing are—

- Rope to bind prisoners.
- Binoculars.
- Flashlights (red lens).
- Radios (PRC 77 and PRC 68).
- Batteries (for radios and flashlights).
- Luminous tape (for the back of helmets).
- Wirecutters.
- Night vision goggles.
- Maps.
- Pyrotechnics.
- Compasses.

2804. Issue of Warning Orders

In order to provide patrol members the maximum preparation time, the patrol leader prepares a warning order as soon as his tentative plan is completed. (See fig. 2-19.) In the warning order the patrol leader delegates various tasks to subordinates. The patrol leader is careful not to overburden any individual, including himself, and realizes that he cannot delegate his obligation to thoroughly supervise or his overall responsibility for the accomplishment of the patrol mission. It is desirable for the warning order to be issued to all patrol members at one time. This ensures that everyone gets the word and it is often the first time that all patrol members, including attachments, are brought together.

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1. *The enemy is located in grids 2749 and 2750 and has been seen moving in and out of the village to our north.*
2. *The company will remain in its current position preparing to attack north.*
3. *Our patrol mission is to conduct a reconnaissance of the village to our north in order to determine enemy occupation, fortification, and civilian presence.*
4. *General instructions:*

Name	Chain of Command	Team/Individual Mission	Special Equipment	Ammo	Uniform and Equipment to All
Poloa	1	Patrol leader	Binoculars, PRC 68, night vision goggles, wirecutters, map, compass, watch.	Each: M16 180 rds; SAW 2 (200 rd drums); M203, 18 rds, dual purpose; M60, 500 rds per gun; 18 rds .45 cal, 2 fragmentation grenades per man.	Utilities, boots, helmet with cover, square luminous tape at back center of helmet, dog tags (taped together), I.D. card, pistol belt with suspenders, first aid pouch, 2 ammo pouches, 7 magazines, 2 full canteens, camouflage sticks, field protective mask, chemical protective overgarment, ALICE pack, T/O weapon.
Hunter		Patrol Radioman	1 AN/PRC 77 with accessory bag and extra battery.		
Ebright		Navigator	Compass, watch, map, night vision goggles.		
Lewellyn		Corpsman	Unit 2		
Carreon Moore Haike Tiecher Nowinski Righteour	3	Reconnaissance Team 1. Point team during movement, Recon Team for right half of objective. Will be joined by patrol leader and radioman at the objective. Designate one paceman.	Reconnaissance Team 1 and 2. 1 watch, PRC 68, binoculars, 2 C.S. grenades, flashlight w/red lens, 1 set night vision goggles, pacecord. Same equipment for each team. 81's FO operator will carry 1 AN/PRC 77 with accessory bag and extra battery.		
Canty Casey Schmidt Long	5	Reconnaissance Team 2. Rear security during movement, Recon Team for left half of objective. Designate one paceman.			
Haley Robling Danielson Horrace	2	Security Team 1. Follow Recon Team 1 during movement. On order, move to and provide security for ORP. During return movement, follow Recon Team 1.	Security Team 1 and 2. Same equipment for each team. 1 watch, material for gags, rope to bind prisoners, 1 AN/PRC 77 with accessory bag and extra battery. Flashlight with red lens, PRC 68—one per team.		
Leedom Casey Yingling Lowder Green Fidler Lattimer	4	Security Team 2 follow Security Team 1 during movement. When Security Team 1 moves to ORP, you will follow Recon Team 1. From the FPP, you will establish 1 covering position along rear east of village in order to provide security for Recon Teams. Withdraw to ORP on order. Return in trace of Security 1.			

Figure 2-19. Patrol Warning Order.

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Time Schedule

When	What	Where	Who
1330	Map/visual recon	Company O.P.	Team leaders
1430-1500	Draw equipment and ammo	Co Gy	Team leaders
1430	Receive detailed route	Squad area	Navigator
1430	Draw radios, batteries; Op check radios	Bn comm.	Radio operators and 81's FO radio operator
1530	Key personnel brief	Squad area	Team leaders, 81's FO machinegun squad leader
1600	Issue order	Squad area	All hands
1700	Inspection	Squad area	All hands
1730-1900	Day rehearsal	Rear of company area	All hands
1900-2230	Chow/rest	Squad area	All hands
2230	Night rehearsal	Rear company area	All hands
0001	Final inspection, syncronize watches	Squad area	All hands
0030	Depart friendly lines	RP/Passage point	All hands

Figure 2-19. Patrol Warning Order (continued).

2805. Warning Order Coordination

After issuing the warning order, the patrol leader continues coordinating his patrol's requirements. Coordination is continuous throughout planning, preparation, and execution of the patrol. The coordination involves—

- Fire support.
- Logistical support.
- Updated intelligence information.
- Coordination with other patrols.
- Listening and observation posts movement in friendly areas.
- Departure and reentry of friendly positions.

a. Preliminary Map and Visual Reconnaissance. The patrol leader and other key members of the patrol designated by him in the warning order will conduct a reconnaissance while the remainder of the patrol continues their preparations. Prior to this meeting, the patrol leader designates the navigator and gives him the general route he desires to follow. He directs him to prepare detailed navigation information and present it to the patrol leader by 1430. The patrol leader has decided to meet his key personnel at the company command post, and then move to a vantage point on the FEBA in order to conduct a map reconnaissance and visual reconnaissance. To the maximum extent possible, they identify key terrain, avenues of approach, and other terrain features that impact on the patrol from this vantage point. Having familiarized himself and his key subordinates on the terrain, he dismisses them.

b. Detailed Planning. At 1430, as scheduled, the patrol leader receives the selected route information from the navigator. (See fig. 2-20.)

(1) Checkpoints. With these detailed routes, the patrol leader then selects route checkpoints (fig. 2-21) which are a means of control between parent unit and the patrol. (See par. 2404a.) Initially he shows the checkpoints in sequence. He knows for security reasons he must encode the points prior to the patrol departing since it may be necessary to refer to a point during the patrol in radio communication (dog, yellow, king etc.).

(2) Rallying Points. With checkpoints established, the patrol leader designates rallying points (fig. 2-22.) which are an internal control measure. (See par. 2404b.)

(3) Fire Support Plan. With route and checkpoints established, the patrol leader completes the fire support plan. Many of the preplanned targets from the battalion defensive fire support plan, which he received from the platoon commander, can be used by the patrol, but additional targets are also required. The patrol leader feels that the high ground overlooking the draw at grid 253473 is a likely ambush point, so he plans for an artillery target with a combination of high explosive and smoke rounds. The smoke may be needed to cover

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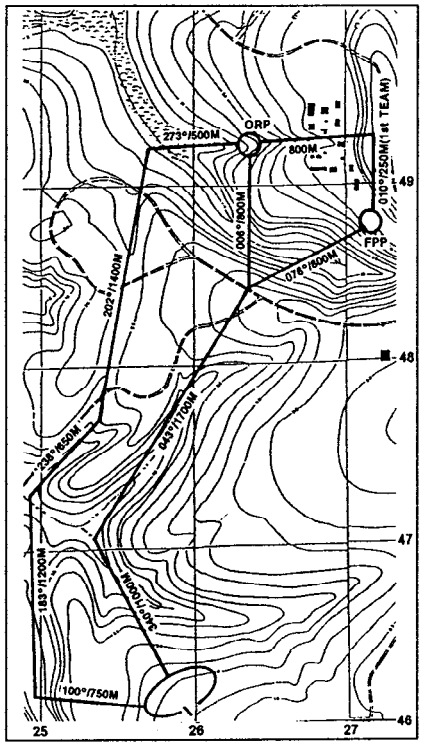

Figure 2-20. Computing Compass (Magnetic) Azimuths Which Patrol Will Follow.

the patrols movement when the patrol passes by this point during its return to friendly lines. The building at grid 278485 would make a good observation site for the enemy, and is close to the FPP and his route so the patrol leader plans for a target there. In addition to the battalion's target on the southeast side of the village, the patrol leader plans a target on the northeast corner in order to support Reconnaissance Team 1. Finally, the patrol leader plans a target at the stream crossing at grid 259491. The patrol will move through this position on its movement from the ORP. It would make a good ambush site for the enemy because it is the heaviest vegetation along the patrol's route. In order to get his targets approved and plotted, the patrol leader prepares a list of targets. The list of targets will be reviewed by the battalion fire support coordinator and forwarded to the supporting artillery unit which will compute the firing data.

LIST OF TARGETS
(Battalion Fire Support Approval)

GRID 253473	BC4217	High ground/ambush site HE/smoke.
GRID 278485	BC4218	Building/observation site.
GRID 267494	BC4219	Recon patrol objective.
GRID 259491	BC4220	Stream crossing.

TARGET REFERENCE POINTS

GRID 266478	TRP4	High ground overlooking draw.
GRID 270482	TRP5	On dirt road, running east-west in front of battalion.

(4) Target Reference Point. In order to fully utilize the M2 .50 caliber machineguns and MK19's, the patrol leader plans target reference points (TRP). A TRP is an easily recognizable point on the ground, either natural or manmade, used for identifying enemy targets or controlling fires. The TRP is graphically portrayed using the standard target symbol and a locally generated target number. The patrol leader selects one TRP (TRP #4) at grid 266478, the high ground overlooking the draw he will be traveling and a second along the road running east-west in front of the battalion that leads to CP 2, grid 270482 (TRP #5). (See fig. 2-23.) By establishing a TRP for the M2 .50 cal and MK19 40 mm machineguns, the patrol leader engages the enemy with direct fire (M2) and indirect fire (MK19) simultaneously.

2806. Patrol Order

With the detailed planning accomplished, the patrol leader is now prepared to complete his final patrol order.

a. Situation

(1) Enemy. Weather should remain fair for the next 24 hours with the temperature between 55 to

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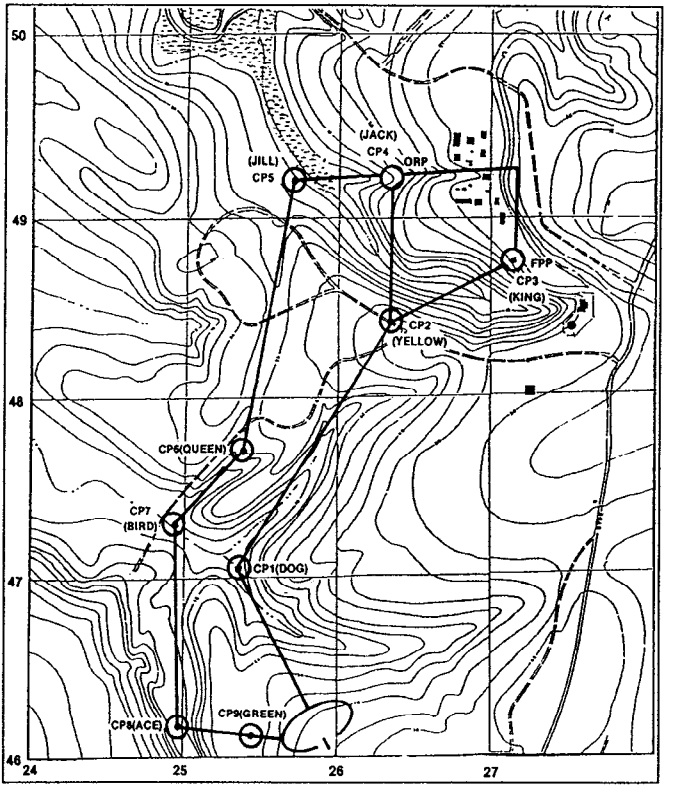

Figure 2-21. Designation of Check Points.

65 degrees during our patrol. Ground fog should again settle around midnight and burnoff around 0800. Terrain remains gentle rolling with light to moderate scrub brush we have been seeing. Moderate to heavy vegetation is located in the low ground along streams and in the draws. The enemy is currently positioned at grid 277491, 277501, and the heaviest concentration, about a battalion, at 277509. The enemy has been seen in the village about 3000 meters to our north, but no fixed positions have been identified in the village. NBC agents have not been used in this area but it is possible. Carry gas masks and CPOG's but do not wear them.

(2) Friendly. The battalion is preparing to continue the attack north in order to destroy the enemy tomorrow afternoon. Kilo is on our right, 3/6 is on our left. Local security patrols are operating approximately 1000 meters forward of the FEBA. I have coordinated with these patrols and our closest point

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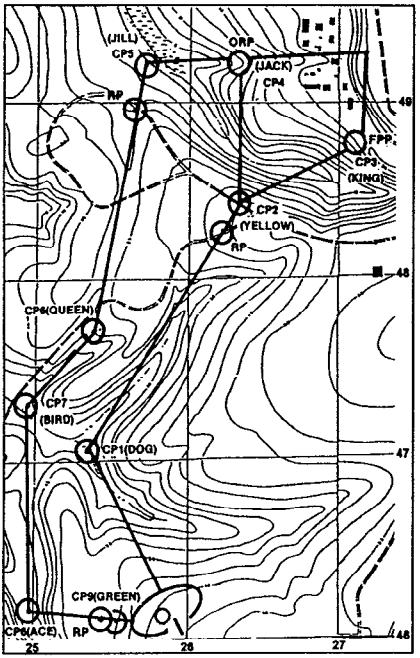

Figure 2-22. Designation of Rallying Point.

of contact is 500 meters during movement to the objective and 700 meters during our return. Golf 3/10 is in direct support of the battalion and available to support our patrol. Company 60 mm mortars, and weapons company M19 40 mm machineguns, M2 .50 caliber machineguns and 81 mm mortars have preplanned targets and target reference points along and near our patrol route and at the objective. The *assistant patrol leader, Cpl Haley, 81's FO, Cpl Nowinski, Cpl Leedom* (the machinegun squad leader), and *I* have copies of the preplanned targets and target reference points. (See fig. 2-24.) If anything happens to one of us, remember we are carrying the list of targets in our right leg cargo pocket.

(3) Attachments and Detachments. One machinegun squad under *Cpl Leedom* from weapons platoon and a 81 mm mortar FO team under *Cpl Nowinski* from weapons company are attached.

b. Mission. We will conduct a reconnaissance patrol in order to determine enemy strength, fortifications, and civilian presence in the village located at grid 269493.

c. Execution

(1) Concept of Operation. Under cover of darkness, moving by foot, we will effect passage of friendly lines through our company, moving generally northeast toward the village. On order, a security team will detach and occupy the ORP. The remainder of the patrol will move to the FPP. From the FPP, the recon teams will move to and enter the village at sunrise; determine enemy strength, fortifications, and civilian presence in the village; and move to the ORP. The second security team will move from the FPP to a security position that will enable them to cover the recon teams. On order, the second security team will withdraw to the ORP. On order, the patrol will move from the ORP, reenter friendly lines, and move to the battalion COC for debriefing by the battalion intelligence officer.

(2) Team Tasks

(a) *1st fireteam*, you are **Reconnaissance Team 1.** You will provide one paceman and be the point element during movement. You will recon the right one-half of the objective.

(b) *3d fireteam*, you are **Reconnaissance Team 2.** You will provide rear security during movement. You will recon the left one-half of the objective.

(c) *2d fireteam*, you are **Security Team 1.** You will follow in trace of patrol headquarters during movement until we reach CP 2. At CP 2, you will detach and proceed independently in order to occupy and secure the ORP. During return movement, you will follow in trace of patrol headquarters.

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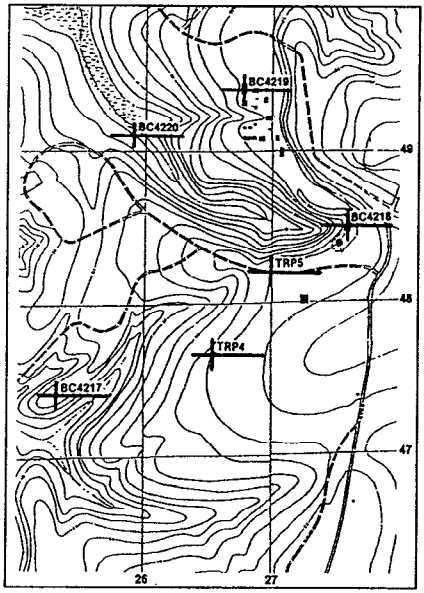

Figure 2-23. Additional Fire Support.

(d) *Machinegun squad*, you are Security Team 2. You will follow in trace of Security Team 1 during movement until they detach, then you will follow in trace of Reconnaissance Team 1 to the FPP. From the FPP, move with Reconnaissance Team 1 to your security positions at grid 273491 and 273493 along the road in order to provide security for the reconnaissance teams. On order, withdraw in echelon through the village to the ORP.

(3) **Individual Tasks.** Assigned individual tasks are in addition to and will be performed in conjunction with your normal assignment within the squad.

(a) *Cpl Haley*, you are the assistant patrol leader. You will assist in preparation of the patrol and keep me informed of the progress. During

The targets selected from the battalion targets, plus those planned by the patrol leader, give the patrol preplanned targets along its route, around the village, and on the avenues of aproach into the village. In addition, these targets can be shifted in order to cover various threats to the patrol. For example, Security Team 2 could shift either target BC4211 or BC4209 if it needed fire support in order to withdraw from its security position.

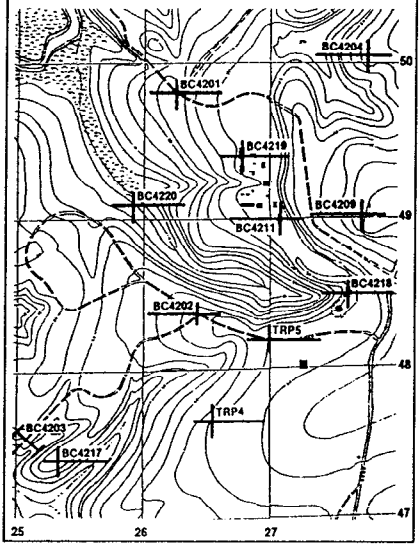

Figure 2-24. Patrol Fire Support Plan.

movement, you will maintain control of the rear portion of the patrol, enforcing noise discipline, and ensuring that patrol members do not lose contact with each other. Following a halt after enemy contact or after crossing a danger area, pass up the count. You will supervise the relief of flank security and security in general during all halts. During all halts, move forward to my position, checking security as you come. Be at the ORP during actions at the objective in order to secure the ORP, and signal your occupation of the ORP by two long keys on the handset. Count heads of the patrol arriving at the ORP from the objective.

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(b) *LCpl Ebright,* you are the **navigator.** You will be located with Reconnaissance Team 1 during movement. Your initial compass setting is 340 degrees. The rest of the azimuths and distances are as you gave me. (See fig. 2-20.)

(c) *LCpl's Hatke* and *Long* are the **pacemen.** You will send the pace to the navigator every 500 meters.

(d) *LCpl Hunter,* you are the **patrol radioman** and responsible to me for all communications. You will stay with me at all times. No transmissions will be made without my consent. Report all incoming transmissions to me. Key your handset three times at each checkpoint. There will be no radio checks during the patrol.

(e) *Cpl Nowinski,* you and your **radio operator,** *PFC Rightneour,* will remain with me. All requests for fire support will come to me over the intrapatrol TAC net. I will prioritize them and pass the mortar missions on to you for transmission.

(f) *Petty Officer Lewellyn,* you are the **corpsman** for the patrol. Ensure your unit one is complete. You will be with Security Team 1 during movement and at the ORP.

(4) Coordinating Instructions

(a) Departure. Our departure time is 0030 2 Aug. and we will return 0800 2 Aug.

(b) Formation. We will move in a squad column and the order of movement will be the Reconnaissance Team 1 first. Then patrol headquarters with LCpl Hunter and me, 81's FO Team, Security Team 1, Security Team 2, and Reconnaissance Team 2 will follow in that order. The assistant patrol leader will be assigned to the rear one-half of the patrol.

(c) Route to FPP and Objective. We will proceed 340 degrees for 1000 meters to CP 1, then 043 degrees for 1700 meters to CP 2. At CP 2, Security Team 1 will move to the ORP on an azimuth of 6 degrees for 800 meters. The rest of the patrol will go from CP 2 on an azimuth of 76 degrees for 800 meters to the FPP. From the FPP, the reconnaissance teams will move through the objective to the ORP. Security Team 2 will provide security for the reconnaissance teams from assigned positions along the road. On order, move to the ORP.

(d) Route from ORP to Reentry Point. We will move 273 degrees for 500 meters to CP 5, 202 degrees for 1400 meters to CP 6, 238 degrees for 650 meters to CP 7, 183 degrees for 1200 meters to CP 8, and 100 degrees for 750 meters to CP 9 for an extended security halt to establish reentry contact with the battalion.

(e) Departure Friendly Lines. We will move from the assembly area behind the company command post to the IRP where we will set up by the *clock method*: Reconnaissance Team 1 from 12 to 3, Security Team 2 from 3 to 6, Reconnaissance Team 2 from 6 to 9, and Security Team 2 from 9 to 12. This same perimeter will be used at the ORP and during all long security halts. At the FPP, Reconnaissance Team 1 will be from 12 to 4, Security Team 2 from 4 to 8, and Reconnaissance Team 2 from 8 to 12. 12 o'clock is our direction of movement.

(f) Reentry of Friendly Lines. We will halt at least 200 meters short of our reentry point and establish a long security halt. I will relay our position to the battalion by radio at CP 9 and request reentry permission. Battalion will be expecting our call. Once friendly lines are aware of our position, I will move forward and establish contact with them. Once contact is made, I will radio the assistant patrol leader to bring the patrol forward. I will verify and count the patrol through.

(g) Rallying Points. Our IRP will be the trail junction in front of the first platoon command post. En route rallying points are at grid coordinates 262482 and 263483. (See fig. 2-22.) The coordinate for the FPP is grid 271488 and the grid for the ORP is 264492. Along our return route, the rallying points are at grids 259491 and 258488.

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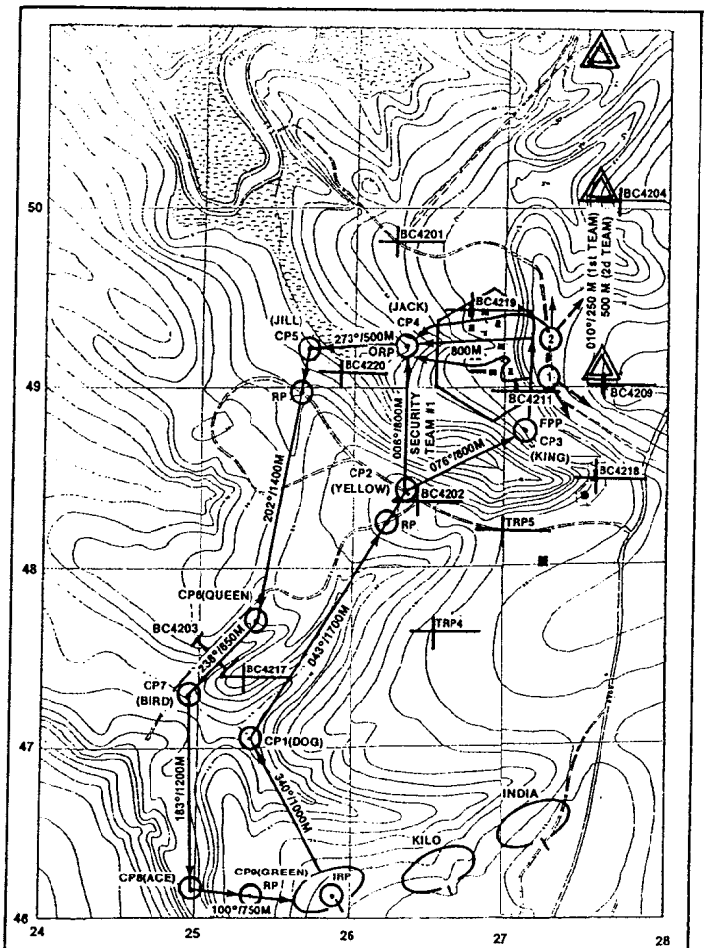

Figure 2-25. Final Patrol Plan Map.

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(h) Actions at Rallying Points. Senior man: set up 360 degree security and wait for 30 minutes or until 60 percent of the patrol is present. After 30 minutes, reorganize the patrol, establish a chain of command, redistribute equipment, weapons, and ammunition, and move to the FPP to accomplish the mission. If you arrive in the rallying point and the patrol has already departed for the ORP or FEBA, move to the ORP or FEBA and contact the patrol there.

(i) Actions on Enemy Contact.

1 **Ambush.** The verbal command **AMBUSH RIGHT** or **AMBUSH LEFT** will be the signal for the patrol to move 90 degrees to the right or left and assault the ambush position. Any member can give this command. Any portion of the patrol that is not in the killing zone will envelop the enemy ambush position. We will work on this and all actions on enemy contact during rehearsals.

2 **Immediate Assault.** The verbal designation **CONTACT FRONT, CONTACT LEFT,** or **CONTACT RIGHT** will be the signal for the patrol to move on line and assault in the direction stated. If I desire to break contact, we will break by the clock system. Direction of initial movement is 12 o'clock. I will designate a rendezvous point by giving a time, direction, and distance. Security Team 2 will provide covering fires for 15 seconds and then withdraw to the rendezvous point. If we see an enemy patrol and they do not see us, we will move into a concealed position and let them pass if possible. Remember, our mission is to obtain information about the village and get it back to battalion. We will only engage the enemy if their is no other option.

(j) Action at Danger Areas. On signal from the point of the danger area, the patrol will conduct a short security halt. The point team will scout the near side 50 meters. As soon as the near side is secure, the point team will cross the danger area and search out the far side for 50 meters left, right, and front, then signal the patrol to cross. A rallying point will be established on the near side, and on order, the patrol will cross. Method of crossing will be determined at the danger area. We will stop on the far side, reestablish our order of movement, and continue our movement.

(k) Action at the Objective. Recon Team 2 and Security Team 2 will move from the FPP in trace of Recon Team 1. 200 meters north of the FPP, the three teams will separate and proceed independently. Recon Team 1 will continue moving north, then west, in order to recon the right one-half of the objective, and then proceed to the ORP. Recon Team 2 will immediately turn west, recon the left one-half of the objective, and then proceed to the ORP. Security Team 1 will move northeast and establish two security positions along the road in order to provide security for the two reconnaissance teams. On order, Security 2 will withdraw in echelon through the village to the ORP.

(l) Fire Support Requests. All requests for fire support will come to me over the intrapatrol tactical net. I will prioritize and assign them to the appropriate source of support.

(m) Rehearsals. Rehearsals will be conducted in the squad area immediately following initial inspection by the assistant patrol leader. Priority of rehearsal will be—

- Action at the objective.
- Action on enemy contact.
- Action at danger areas.
- Control, security, passage, and reentry of the FEBA.

Intrapatrol communication check will be held prior to initial inspection. The team leaders will ensure that the patrol is ready for inspection at 1700.

(n) Debriefing. Debriefing will be held at the battalion COC with the S-2 immediately following our return.

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d. Administration and Logistics

(1) Rations. We will eat after the day rehearsal. No rations will be carried during the patrol.

(2) Arms and Ammunition. There is no change from the warning order.

(3) Uniform and Equipment. There is no change from the warning order.

(4) Method of Handling Wounded. Continue patrol and administer first aid as necessary during movement. The wounded and KIA will be moved back to the FEBA by the patrol.

(5) PW Handling. Take prisoners if possible and return them to the FEBA with the patrol. Security Team 2 has primary responsibility for PW handling.

e. Command and Communications-Electronics. We will use the following signs, signals, and codes.

(1) Standard Arm-and-Hand Signals

- HALT
- DOWN
- UP
- FORWARD
- LONG SECURITY HALT
- ENEMY SIGHTED
- RALLYING POINT

(2) Intrapatrol Call Signs

- Reconnaissance Team 1: RT1
- Reconnaissance Team 2: RT2
- Security Team 1: ST1
- Security Team 2: ST2
- Patrol Leader: PLP

(3) Call Signs and Frequencies With Higher Headquarters

- Battalion tactical net: Our call sign is A9N; battalion is J7Q. The primary frequency is 45.47, alternate frequency 52.30.
- 81 mm mortar conduct of fire net: 81's call sign is M4Z. The primary frequency is 38.90, alternate frequency 41.00.
- PRC 68's will be on channel 3.

(4) Reports Required

- Checkpoints.
- Enemy contact.
- Mission accomplishment.
- WIA, KIA, and PW.

(5) Codes

- Success - GOLDEN.
- WIA - Purple Heart (number).
- KIA - Pine Box (number).
- PW - Talker (number).

(6) Challenge and Password

- Challenge = ROCK.
- Password = BLUE.

(7) Command

- Chain of command will be the same as the warning order.
- I will be in the front portion of the patrol during movement and with Reconnaissance Team 1 on the objective.
- The assistant patrol leader will travel with the rear one-half of the patrol during movement and with Security Team 1 at the ORP. Time is now 1615. Are there any Questions?

After answering all questions and ensuring that all members of the patrol are familiar with the Order, the patrol leader dismisses the patrol in order to allow them to prepare for the initial inspection.

During the initial inspection, the patrol leader supervises as the assistant patrol leader conducts the inspection. The assistant patrol leader checks for completeness and correctness of uniform and completeness and operational condition of equipment and weapons.

2807. Daylight Rehearsal

At the conclusion of the inspection, the patrol leader takes charge and begins the daylight rehearsal of the patrol.

The patrol leader has selected a location in the rear of the company that conforms as much as possible to the

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Appendix B

Patrol Order

The patrol order is a supplement to the warning order and should address only those items of information which have not previously been promulgated. Any of the following elements which have been addressed in the warning order should be omitted. Also, a patrol order is more detailed than a regular five-paragraph squad order in that a great deal of attention is given to individual duties.

---

1. SITUATION

a. Orientation. Weather, terrain, visibility, NBC considerations, local population situation, and behavior as they impact on the patrol and enemy forces.

b. Enemy Forces. Identification, location, activity, strength.

c. Friendly Forces. Mission of next higher unit, location and planned actions of adjacent units, mission and routes of other patrols, availability of supporting fires, and other support.

d. Attachments and Detachments. Time and units affected.

2. MISSION

A clear concise statement of the task which the patrol must accomplish.

3. EXECUTION

a. Concept of Operations. The concept tells the where, how, and who and lays out the patrol leader's general scheme for accomplishing the mission. It outlines the following:

(1) Task organization of the patrol.

(2) Movement to the objective area, to include navigation method.

(3) Actions in the objective area.

(4) The return movement, to include navigation method.

(5) Use of supporting forces (including illumination, if required).

b. Tasks. Missions are assigned to units, teams, and individuals, as required.

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c. Coordinating Instructions. This paragraph contains instructions common to two or more elements, coordinating details, and control measures applicable to the patrol as a whole. At a minimum, it will include:

(1) Time of assembly in the assembly area.

(2) Time of inspections and rehearsals (if not already conducted).

(3) Time of departure and estimated time of return.

(4) Location of departure and reentry of friendly lines and the actions associated with departure and reentry.

(5) Details on the primary and alternate routes to and from the objective area.

(6) Details on formations and order of movement.

(7) Rallying points and actions at rallying points.

(8) Final preparation position and actions at this position.

(9) Objective rallying point and actions at this point.

(10) Actions at danger areas.

(11) Actions in the event of enemy contact.

(12) Details on actions in the objective area not covered elsewhere.

(13) Estimated time of patrol debriefing upon return.

d. A sample patrol order is provided for usage on page B-3. For those involved in teaching or evaluating patrolling, a sample instructor's patrol checklist is provided in appendix C.

4. ADMINISTRATION AND LOGISTICS

a. Changes/additions to uniform, equipment, and prescribed loads from that given in the warning order.

b. Instructions for handling wounded and prisoners.

5. COMMAND AND SIGNAL

a. Command Relationships. Chain of command and succession to command.

b. Signal. Challenge and password, arm-and-hand and special signals, and radio frequencies and call signs.

c. Command Posts. Position of patrol leader and assistant patrol leader within the patrol organization during the approach and return and at the objective.

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Sample Patrol Leader's Order

1. SITUATION

a. Enemy Forces:

Weather—(Partly cloudy, clear, raining, foggy), temperature average _____, wind from the _____ at approximately _____ knots.

Terrain—Gentle rolling terrain with heavy scrub oak and pine on the high ground. Heavy thickets are also located in the low ground around streams and in the draws. All streams are narrow and fordable. Numerous roads and trails exist that are not shown on the map.

Identification—Enemy is believed to be part of the 1st Irregular Regiment.

Location—Enemy positions are located along the high ground North of Onville, Northeast of MCS #3, and West of MCS #2.

Strength—The enemy in this area is estimated to be at 755 effective fighting strength.

b. Friendly Forces:

Mission of next higher unit—The 1st Battalion, 5th Marines is defending on a line running generally from the vicinity of Camp BARRETT to the vicinity of Triangle, VA. The 2d Battalion, 5th Marines is defending on line to our right. Company _____ has the mission of conducting security patrols tonight in its TAOR.

Location and planned actions of units on right and left—Company B is defending on line to our right, and the 3d Platoon, Company H, 2d Battalion is defending on line to our left. There will be no friendly patrols in the regimental TAOR other than those from our company. Patrol # _____ is working our left flank in GS _____. Patrol # _____ is working our right flank in GS _____. I have coordinated with those patrol leaders and our closest point of contact is _____ meters.

Fire support available for patrol—One 155 mm howitzer from D Battery, 11th Marines is in direct support of our patrol. I have conducted liaison with them and they will monitor our net for the duration of our patrol. I have plotted targets along our route out and back that are located at _____, _____, _____, _____, _____, and _____. The target numbers assigned are AB101, AB102, AB103, AB104, AB105, AB106, and AB107.

c. Attachments and Detachments. One machinegun squad attached from the Weapons Platoon.

2. MISSION

Our platoon will conduct a contact type combat patrol in the vicinity of GS _____ to determine the extent of enemy activity. At coordinates _____.

3. EXECUTION

a. Concept of Operations. We will depart this area and move by foot to the Company B lines, effect passage of lines, move generally _____ to the objective, accomplish the mission, return to the FEBA, effect reentry through our company lines and stand by immediately for debriefing.

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b. Specific Duties

(1) Squad:

(a) During movement, the 1st Squad will provide overall control of the patrol, provide frontal security during movement, a navigator, and two pacers. They will assault the objective on order.

(b) The 2d Squad will provide security and they will secure the ORP, isolate and provide early warning at the objective, act as a covering force for the withdrawals of the assault unit, and provide flank and rear security during movement.

(c) The 3d Squad will provide fire support and a base of fire for the 1st Squad at the objective and position guns at all danger areas to provide cover for the patrol crossing.

(2) Teams:

(a) 1st Fire Team, 1st Squad 1 will provide a navigator and point during movement and assault the left half of the objective. Fire Team 2 will provide a pacer during movement, assault the right half of the objective, search on order and be prepared to escort any PW's. You will provide two men to secure the near and far sides of all danger areas.

(b) 1st Fire Team, 2d Squad will provide right flank security during movement, and isolate the _____ approach to the objective by positioning yourself _____ meters down the _____ about here. (Illustrate.) The 2d Fire Team will provide left flank security during movement, and isolate the approach to the objective by positioning yourself _____ meters down the _____ about here. The 3d Fire Team will provide rear security and secure the ORP. (Illustrate.)

(c) The 3d Squad will be positioned here and here on the _____ flank of the assault squad. Support the assault with fire. At least one team will be in a firing position when crossing danger areas.

(3) Individuals:

(a) _____, you are the assistant patrol leader and will assist in preparation for the patrol and will keep me informed of the progress. You will be in charge of the patrol at the ORP while I make a leader's recon and any other time I am absent from the patrol. You will be prepared to immediately commence the assault from the ORP if I am discovered while on my reconnaissance. You will be at the ORP during actions at the objective to secure that location and count heads on the patrol's return to the ORP from the objective. During all halts, you will move forward to my position checking security as you come. Following a halt, after enemy contact or after crossing a danger area, you will pass up the count. During movement, you will maintain control of the rear portion of the patrol enforcing noise discipline and ensuring that patrol members do not break contact with each other. You will supervise the relief of flank security and security during all long security halts.

(b) _____, as compass man, you will have an initial setting of _____ on your compass and will maintain that direction of movement.

(c) _____ and _____ are pacemen. You will send the pace forward every _____ meters.

(d) _____ and _____, as radiomen, you are responsible to me for all communications. You will be with me at all time except when directed otherwise. No transmissions will be made without my consent and all incoming transmissions will be reported to me. _____, you will be on the intrapatrol net and _____, you will be netted with the battalion.

(e) Squad leaders be prepared to accompany me on my leader's reconnaissance.

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c. Coordinating Instructions

(1) Departure _____, Return _____.

(2) Formation—Column of Files

Order of Movement—Point, navigator, myself, headquarters group, 1st Squad (assault), 2d Squad (support), 3d Squad (security). The assistant patrol leader will be in the rear third of the patrol.

(3) Route to ORP

_____° for _____ meters (_____).

_____° for _____ meters (_____).

_____° for _____ meters (ORP).

Route from ORP:

_____° for _____ meters (_____).

_____° for _____ meters (_____).

_____° for _____ meters (FEBA).

(4) Departure of Friendly Lines. We will move by foot to the assembly area behind Company B command posts where we will pick up a guide. We will move into the IRP by the "clock method": 1st Squad from 12 o'clock to 4 o'clock, 2d Squad from 4 o'clock to 8 o'clock, and the 3d Squad from 8 o'clock to 12 o'clock. This same perimeter will be used at the ORP and during long security halts. I will affect final coordination. If there are any changes that affect the patrol, I will return to the IRP and brief the patrol. If there is no change, we will depart the FEBA through a gap in the wire. At the last covered position prior to reaching the wire, the patrol will halt and establish a short security halt under the control of the assistant patrol leader. I will take 1st Fire Team and 1st Squad and we will reconnoiter at least 200 meters outside the wire. We will clear an area 50 meters wide along our route for 200 meters. If the area is secure, I will send a runner back to guide the patrol through the wire. The assistant patrol leader will count the patrol members through, keeping in mind the number of men already outside the wire. Once the patrol has joined up with the point team, we will move toward our objective.

Reentry of friendly lines—We will halt at least 200 meters from our reentry point and establish a long security halt. I will radio battalion of our position and request reentry permission. Battalion is prepared to be alert for our call. Once the friendly lines are alert to our position, I will move forward and gain contact with them. Once contact is established the patrol will move forward through the lines. I will verify and count the patrol through.

(5) Rallying Points. IRP—trail junction behind Company B Command Post. Tentative ORP—Coordinates _____. Tentative en route rallying points—Coordinates _____, _____, _____, _____, _____. (Illustrate.)

Actions at Rallying Points. Ranking man set up all-around security and wait for 45 minutes or until 60 percent of the patrol is present. After 45 minutes, reorganize patrol, establish a chain of command, redistribute equipment, weapons, and ammunition and move to the ORP and accomplish the mission. If you arrive in the rallying point and the patrol has already departed for the ORP or FEBA, move to the ORP or FEBA, and contact the patrol there.

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(6) Actions on Enemy Contact

(a) Counterambush Drill. The verbal designation "ambush right" or "ambush left" will be the signal for the patrol to move 90 degrees to the right or left and assault the ambush position. Any member can give this command. If a large portion of the patrol is not in the killing zone, that portion will envelope. Positioning will be rehearsed.

(b) Immediate Assault. The verbal designation "contact front", "contact right", or "contact left" will be the signal for the patrol to move on line. The patrol member giving the command will fire a well aimed shot at the enemy. All squads will assault through the enemy for 100 meters unless given orders on the contrary by me. (Illustrate by visual aids.)

(c) Immediate Ambush. If we see an enemy patrol and they do not see us, we will set up an immediate ambush. On the signal of an approaching enemy patrol, we will deploy right or left of our direction of movement and occupy a linear type ambush position. (Illustrate signals and procedure.)

(d) Breaking Contact. If I desire to break contact we will break by the clock system. Direction of initial movement is 12 o'clock. I will designate a rendezvous point by giving you a time, direction, and distance. Support team #1 will provide covering fires for 15 seconds and withdraw to the rendezvous point. (Illustrate.)

(7) Action at Danger Areas

(a) Roads. On signal from the point of the danger area, the patrol will conduct a short security halt. The point will scout the near side 50 meters. That is, one man will move 50 meters to the left and one man 50 meters to the right. The point will remain in place. If flank security is out, they will remain in place. As soon as the near side is secure, the point will cross the danger area and search out the far side, 50 meters left, right, and front, then signal the patrol to cross. A rallying point will be established on the near side, and, on order, the patrol will cross. Method of crossing will be determined at the danger area. We will stop on the far side, establish a rallying point, reestablish our order of movement, and move toward our objective. At least one support team will be in a position to cover patrol members crossing a danger area.

(b) Open Areas. On signal from the point of the danger area, the patrol will conduct a short security halt. We will attempt to bypass by using offset compass techniques. If unfeasible, we will designate a rallying point, and follow the same procedure used for roads.

(8) Action at the Objective. I will halt the patrol short of the ORP, and the assistant patrol leader will take charge while the point and I go forward and confirm the ORP. The point will remain in the ORP and I will return and bring the patrol into the ORP. The element leaders will occupy the ORP by the "clock method". All squad leaders will be prepared to accompany me on a leader's reconnaissance. Prior to leaving, the assistant patrol leader will be prepared to take command and commence the assault if we have been discovered on our reconnaissance. I will modify or confirm our actions at the objective, pinpoint the objective, and confirm positions. On order, squad leaders will dispatch their teams to their respective positions.

(a) 3d Fire Team, 3d Squad will secure the ORP and the other fire teams will _____

_____.

(b) Support Squad will _____.

(c) Assault Squad _____.

(d) On a RED-YELLOW very flare the Support Squad will fire on the objective and shift fire to the _____ of the objective. (Illustrate.)

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(e) On a RED-YELLOW very flare or when discovered, the Assault Squad will assault the object and halt here. (Illustrate.)

(f) On a RED-RED very signal, the Assault Squad will withdraw, followed by the Support Squad. The security will withdraw on order by radio or _____ seconds after the RED-RED very signal. At the ORP the assistant patrol leader will count heads on return of the elements. We will immediately organize for movement and proceed to the FEBA by our return route.

(9) Rehearsals. Rehearsals will be conducted on the parade deck immediately following initial inspection in this area by the assistant patrol leader. Priority of rehearsal will be action at objective, action on enemy contact, action at danger areas, control, security, and passage and reentry of FEBA. Intrapatrol communication check will be held prior to the initial inspection. The assistant patrol leader will ensure that the patrol is ready for my inspection and rehearsal 15 minutes after the termination of the patrol leader's orders.

(10) Debriefing. Debriefing will be held here immediately on our return.

4. ADMINISTRATION AND LOGISTICS

a. Rations. One ration meal per man will be carried. We will eat at _____.

b. Arms and Ammunition. No change from Warning Order.

c. Uniform and Equipment Each Will Carry. No change from Warning Order.

d. Method of Handling Wounded. Administer first aid and continue patrol if wound is not serious. He will be left at the ORP during action at the objective. If ambulatory, but nonserious, we will carry him to a rallying point, leave him there, and pick him up on return. If seriously wounded, we will evacuate him to the FEBA or call for a helicopter evacuation. Security element will provide a litter team if needed.

(1) PW. Prisoners will be taken at the objective if possible and returned to the FEBA. Prisoners will be tied and blindfolded when approaching and effecting reentry of FEBA.

5. COMMAND AND COMMUNICATIONS-ELECTRONICS

a. Signal

(1) Daylight

(a) Arm-and-hand (halt, down, up, forward, long security halt, enemy sighted).

(b) Rallying point _____.

(c) Danger area _____.

(d) Clear to cross _____.

(2) Signals at Objective

(a) Security early warning _____.

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(b) Support commence firing _____, shift/cease firing _____.

(c) Assault commence firing _____, cease firing _____.

(d) Withdrawal _____.

(3) Call Signs

(a) PL – _____.

(b) APL – _____.

(c) Assault Squad – _____.

(d) Support Squad – _____.

(e) Security Squad/Team – _____.

(4) Call Signs and Frequencies With Higher Headquarters

* (a) Battalion tactical net: _____, primary frequency _____, alternate frequency _____.

(b) FSCC: ASH CAN, Primary frequency _____, alternate frequency _____.

(c) Patrol: _____.

* NOTE: Call signs and frequencies issued with radios. Patrols will be designated a number following their call sign. This number will correspond to the number of the patrol (1 through 5).

(5) Reports

(a) Checkpoints.

(b) Enemy contact.

(c) Mission accomplishment.

(d) WIA-KIA-PW's.

(6) Codes

(a) Mission

1. Success-good weather.

2. Failure-bad storm.

(b) WIA – Purple Heart plus number.

(c) KIA – Pine box plus number.

(d) PW – HO CHI MINH plus number.

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(7) Challenge and Password

(a) Unit—HAPPY VALLEY.

(b) Inter—Number combination adding up to 21.

(c) Intra—Number combination adding up to 11.

b. Command

(1) Chain of Command. Same as warning order.

(2) Location of patrol leader _____.

(3) Location of assistant patrol leader _____.

ANY QUESTIONS?

TIME IS NOW _____.

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Appendix C

Unit Instructor Patrol Checklist

Purpose. To provide a comprehensive checklist of patrolling techniques to aid the unit instructor as he observes the performance of a patrol and to provide the patrol leader with a detailed analysis of his performance.

I. Warning Order	Yes	No
1. Did PL insure all patrol members were present before issuing WO?	___	___
2. Did PL issue a brief statement on enemy situation?	___	___
3. Did PL issue a brief statement on friendly situation?	___	___
4. Did PL state the mission in a clear, positive manner?	___	___
5. Did PL list all members of patrol including attachments?	___	___
6. Was chain of command covered fully?	___	___
7. Were all members of patrol assigned positions and duties in squads and teams?	___	___
8. Were all necessary individual duties assigned and covered?	___	___
9. Did PL follow established principles in organizing patrol into squads and teams?	___	___
10. Was each patrol member assigned a weapon to carry on patrol?	___	___
11. Did PL list special equipment needed to accomplish the mission?	___	___
12. Was special equipment assigned to proper element to carry?	___	___
13. Did PL select uniform and equipment common to all based on weather, terrain and mission?	___	___

II. Coordination

A. With adjacent units:

1. Did the PL coordinate with patrols on his right and left?
2. Was the route out and back coordinated?

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	Yes	No
3. Was the time of departure and return coordinated?	___	___
4. Were call signs and frequencies coordinated?	___	___
B. With front line units:		
1. Did coordinator give size of his patrol?	___	___
2. Was time of departure and return coordinated?	___	___
3. Did coordinator give general area of operations of patrol?	___	___
4. Did coordinator ask for information on known or suspected enemy positions and obstacles?	___	___
5. Did coordinator ask about latest enemy activity?	___	___
6. Did coordinator ask for detailed information on friendly fire and barrier plan?	___	___
7. Was location of IRP coordinated?	___	___
8. Did coordinator ask forward unit to monitor patrol frequency?	___	___
9. Was current challenge and password confirmed?	___	___
10. Did coordinator request that all information coordinated be passed on to relieving unit?	___	___
III. Patrol Order		
1. Did PL check to ensure all patrol members were present before issuing PO?	___	___
2. Did PL issue PO in forceful, confident manner?	___	___
3. Did PL make maximum use of training aids in issuing PO (i.e., sandtable, map board, chalkboard, etc.)?	___	___
4. Did PL issue the patrol order in correct sequence?	___	___
5. Did PL issue entire PO without allowing interruptions by patrol members?	___	___
6. Did PL adequately answer all questions asked by patrol members?	___	___
Did Paragraph 1a (Enemy Situation) include:		
7. Weather forecast for period of operation?	___	___
8. Description of terrain over which the patrol was to operate?	___	___
9. Identification of enemy units known to be in the area of operation?	___	___
10. Known locations of enemy units?	___	___
11. Recent activity of enemy units?	___	___
12. Strength of enemy units in the operating area?	___	___

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	Yes	No
Did Paragraph 1b (Friendly Situation) include:		
13. Mission of the next higher unit?	___	___
14. Locations and planned actions of units on right and left?	___	___
15. Fire support available to support patrol (as per coordination)?	___	___
16. Missions and routes of other patrols operating in immediate area?	___	___
Did Paragraph 1c (Attachments and Detachments) include:		
17. Any attachments to patrol and effective time of attachment?	___	___
18. Any detachments from patrol and effective time of detachment?	___	___
Did Paragraph 2 (Mission) include as a minimum:		
19. Who was to conduct patrol?	___	___
20. What patrol was to do (i.e., conduct a point recon patrol)?	___	___
21. Where action was to take place?	___	___
22. Why action was to take place (i.e., to report enemy location, strength, activity, etc.)?	___	___
Did Paragraph 3a (Concept of Operation) include:		
23. A complete concept of operation?	___	___
24. A detailed description of the mission of elements?	___	___
25. A detailed description of the mission of teams?	___	___
26. A detailed description of the duties of individuals (i.e., compass man, paceman, corpsman, APL, etc.)?	___	___
27. Time of departure and time of return?	___	___
28. Type formations and order of movement?	___	___
29. Description of route and alternate route to include azimuths and distance as a minimum?	___	___
30. Techniques to be used in departure from friendly areas?	___	___
31. Techniques to be used for reentry into friendly areas?	___	___
32. Location of IRP and tentative ORP to include grid coordinates and recognizable terrain features?		
33. Method for designating rally points?		

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	Yes	No
34. Actions to be taken at rally points if their use became necessary?	___	___
35. Actions to be taken in event of enemy contact?	___	___
36. Actions to be taken at danger areas?	___	___
37. Complete, detailed description of actions to be taken at objective?	___	___
38. Times for rehearsals and order of priority for rehearsals?	___	___
39. Times for inspections and methods of conduct (to include uniform and equipment to be present)?	___	___
40. Where, when, and by whom debriefing to be conducted?	___	___
Did Paragraph 4 (Administration and Logistics) include:		
41. Rations to be carried or reference to WO if no change?	___	___
42. Arms and ammunition to be carried or reference to WO if no change?	___	___
43. Uniform and equipment to be worn and carried or reference to WO if no change?	___	___
44. Method of handling wounded or dead?	___	___
45. Method of handling prisoners?	___	___
Did Paragraph 5a (Signal) include:		
46. Complete description of all signals, code words, frequencies, and call signs to be used within the patrol (were signals adequate)?	___	___
47. Radio call signs to be used with higher HQ?	___	___
48. Primary and alternate frequencies to be used with higher HQ?	___	___
49. Call signs and frequencies to be used with other units in the area of operations (if applicable)?	___	___
50. Required reports to higher HQ?	___	___
51. Code words to be used between patrol and higher HQ?	___	___
52. Current challenge and password to be used in friendly held areas?	___	___
53. Challenge and password to be used forward of FEBA?		
Did Paragraph 5b (Command) include:		
54. Chain of command or reference to WO if no change?		

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	Yes	No
55. Location of PL during all stages of operation?	___	___
56. Location of APL during all stages of operation?	___	___

IV. Inspection/Rehearsal

1. Did PL adequately use the allotted inspection time?	___	___
2. Was inspection conducted in orderly manner?	___	___
During the inspection did the PL check the following:		
3. Completeness and correctness of uniform?	___	___
4. Completeness of all equipment necessary to accomplish the mission?	___	___
5. Operational condition of equipment?	___	___
Did PL question members to ensure they know:		
6. Mission of patrol?	___	___
7. Concept of operation?	___	___
8. Their individual duties?	___	___
9. Chain of command?	___	___
10. Duties of key personnel?	___	___
11. Did PL utilize rehearsal area to conform as much as possible to area of operations?	___	___
Were the following major actions rehearsed:		
12. Actions at the objective?	___	___
13. Actions at danger areas?	___	___
14. Actions on enemy contact?	___	___
15. Departure and reentry of friendly lines?	___	___
16. Did PL critique each action after it had been rehearsed?	___	___
17. Were interpatrol communications and control measures checked at rehearsal?	___	___
18. Did PL maintain control of patrol during rehearsal?	___	___

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	Yes	No
V. Movement		
1. Did PL use proper formations for movement?	___	___
2. Did PL adequately control point team?	___	___
3. Did PL check compass men?	___	___
4. Was PL aware of his position at all times?	___	___
5. Was light and noise discipline enforced?	___	___
6. Was rate of movement appropriate?	___	___
7. Did PL make full use of pace?	___	___
8. Did PL make full use of count?	___	___
9. Was proper security maintained during movement?	___	___
10. Did PL select proper rallying points?	___	___
11. Did PL ensure that all members knew location of rallying points?	___	___
12. Did PL properly use arm-and-hand signals?	___	___
13. If PL conducted a map check, did he conduct it properly (light discipline, security, etc.)?	___	___
14. Did PL recognize and halt patrol safe distance from danger area?	___	___
15. Did designated individuals recon far side properly?	___	___
16. Were support teams implaced properly?	___	___
17. Did the PL use a proper formation in crossing the danger area?	___	___
18. Were reports made on enemy contact and at checkpoints?	___	___
VI. Action on Enemy Contact		
1. Did PL have a plan for enemy contact?	___	___
2. Did the patrol take appropriate action?	___	___
3. Did PL maintain control during contact?	___	___
4. Was action taken immediately and decisively?	___	___

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	Yes	No
VII. Actions at ORP		
1. Did PL halt patrol a safe distance from tentative ORP?	___	___
2. Did PL issue an adequate frag order before departing to look for tentative ORP?	___	___
3. Did PL take appropriate personnel with him to look for ORP?	___	___
4. Did PL select a suitable ORP?	___	___
5. Did PL secure the site adequately?	___	___
6. Did the patrol occupy the ORP as stated in the PO or subsequent frag order?	___	___
7. Did the patrol occupy the ORP in an orderly manner?	___	___
8. Did PL maintain control of the patrol during occupation of ORP?	___	___
9. Did PL issue a satisfactory contingency plan to APL before departing on leader's recon?	___	___
10. Did PL take appropriate personnel with him on leader's recon?	___	___
11. Did PL maintain or ensure that he had communications with the patrol?	___	___
12. Did the patrol avoid being detected by the enemy during leader's recon?	___	___
13. If contact was made, did PL take appropriate action?	___	___
14. Was security maintained during leader's recon?	___	___
15. Did PL ensure objective was kept under surveillance?	___	___
16. Were appropriate orders given to surveillance?	___	___
17. If leader's recon proved tentative ORP unsuitable, did PL move ORP?	___	___
18. Was a satisfactory leader's recon conducted?	___	___
19. Was ORP move conducted in a satisfactory and orderly manner?	___	___
20. On return to ORP, did PL issue appropriate frag order and allow enough time for dissemination?	___	___
VIII. Actions at Objective		
1. Did the PL issue a frag order for action at the objective?	___	___
2. Was security emplaced prior to the teams departing from ORP?	___	___
3. Did the PL employ the terrain at the objective to the best advantage?	___	___

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	Yes	No
4. Was stealth maintained while moving into the objective?	___	___
5. Did the PL exercise positive control of squads, teams, and individuals at the objective?	___	___
6. Were actions at the objective in accordance with the details outlined in the patrol order?	___	___
7. Did the PL make use of supporting arms at the objective?	___	___
8. Was the action at the objective successful?	___	___
9. Was withdrawal from the objective accomplished quickly and orderly?	___	___
10. Did units withdraw according to the patrol order?	___	___
11. Was reorganization at ORP completed in an expeditious and orderly manner?	___	___
12. Did the patrol withdraw from the ORP quickly and quietly?	___	___

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Appendix D

Ambush Formations

1. General

Formations discussed here are identified by names which correspond to the general pattern formed on the ground by deployment of the assault element.

2. Line Formation

The assault unit is deployed generally parallel to the route of movement of the enemy. This positions the assault unit parallel to the long apex of the killing zone and subjects the target to heavy flanking fire. The size of the force which can be trapped in the killing zone is limited by the area which the assault unit can effectively cover. The enemy is trapped in the killing zone by natural obstacles, mines, demolitions, and direct fires. (See fig. D-1.) A disadvantage of the line formation is the chance that lateral dispersion of the target may be too great for effective coverage. The line formation is appropriate in close terrain which restricts enemy maneuver, and in open terrain where one flank is restricted by natural obstacles or can be restricted by mines and demolitions. Similar obstacles can be placed between the attack force and the killing zone to provide protection from the enemy in counterambush measures. When a destruction ambush is deployed in this manner, access lanes are left so that the enemy can be assaulted. (See fig. D-2.) The noteworthy advantage of the line formation is its relative ease of control under all conditions of visibility.

3. The "L" Formation.

The "L" shaped formation is a variation of the line formation. The long side of the assault unit is parallel to the killing zone and delivers flanking fire. The short side of the attack force is at the end of, and at right angles to, the killing zone and delivers enfilading fire which

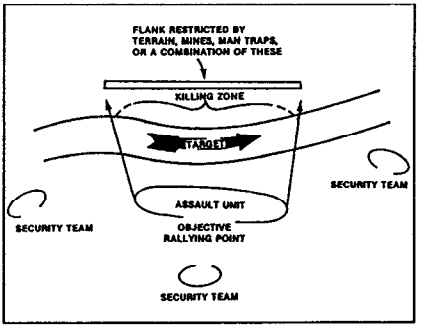

Figure D-1. Line Formation – Harassing or Destruction Ambush.

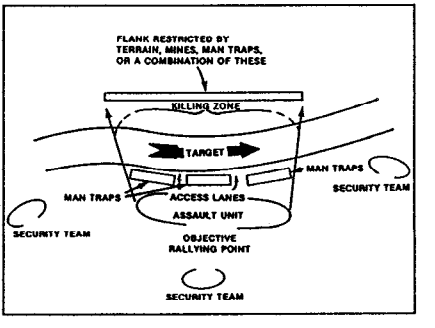

Figure D-2. Line Formation – Destruction Ambush – Access Lanes for Assault of Target.

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interlocks with fire from the long side. This formation is very flexible. It can be established on a straight stretch of a trail or road (see fig. D-3) or at a sharp bend in a trail or road (see fig. D-4).

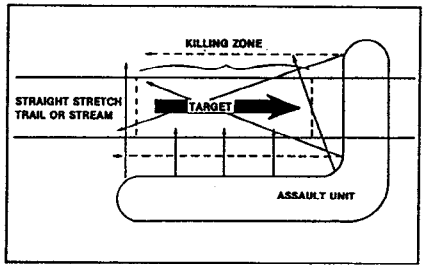

Figure D-3. "L" Formation—Destruction Ambush.

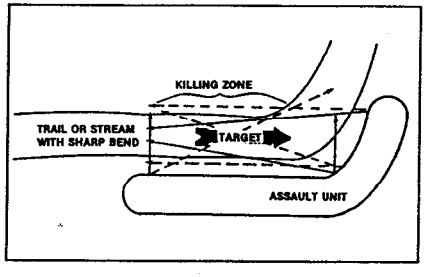

Figure D-4. "L" Formation—Destruction Ambush—Bend of Trail or Stream.

When appropriate, fire from the short side can be shifted to parallel the long side if the enemy attempts to assault or escape in the opposite direction. In addition, the short side prevents escape in its direction and reinforcement from its direction. (See fig. D-5.)

4. The "Z" Formation

The "Z" shaped formation is another variation of the line formation. The assault unit is deployed as in the "L"

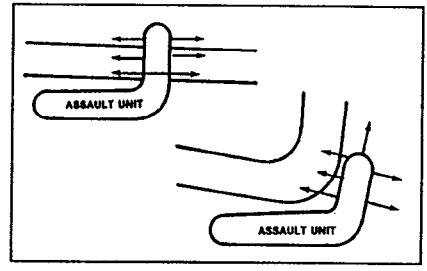

Figure D-5. "L" Formation—Short Leg Prevents Escape or Reinforcement.

formation, but with an additional side so that the formation resembles a "Z". The additional side may serve any of the following purposes. (See fig. D-6.)

- To engage a force attempting to relieve or reinforce the kill zone.
- To seal the end of the killing zone.
- To restrict a flank.
- To prevent envelopment.

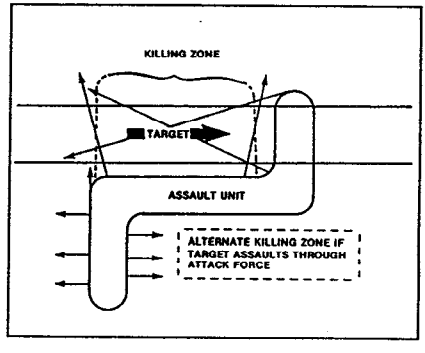

Figure D-6. "Z" Formation—Destruction Ambush.

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5. The "T" Formation

In the "T" shaped formation, the assault unit is deployed across and at right angles to the enemy's route of movement so that it and the enemy form a "T". (See fig. D-7.) This formation can be used day or night to establish an ambush to interdict movement through open, hard to seal areas.

A small force can use the "T" formation to harass, slow, and disorganize a larger force. When the lead elements of the enemy are engaged, they will normally attempt to maneuver right or left to close with the ambush. Mines and other obstacles placed to the flanks of the killing zones slow the enemy's movements and permit the ambush force to deliver heavy fire and withdraw without becoming decisively engaged.

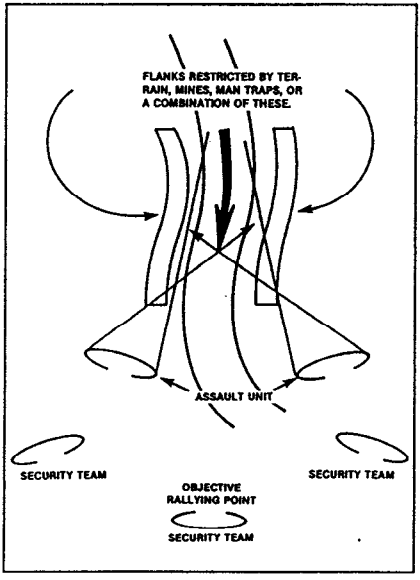

Figure D-7. "T" Formation – Harassing Ambush.

The "T" formation can be used to interdict small groups attempting night movement across open areas. For example, the assault unit is deployed along an avenue of approach with every second man facing the opposite direction. The attack of the enemy approaching from either direction requires only that every second man may shift to the opposite side of the formation. Each man fires only to his front and only when the enemy is at a very close range. Attack is by fire only and each man keeps the enemy under fire as long as it remains on his front.

If the enemy attempts to escape in either direction along the killing zone, each man takes him under fire as he comes into his sector of fire. The "T" formation is very effective at halting infiltration. But it has one chief disadvantage; there is a possibility that the ambush will engage a superior force at night while spread out. Use of this formation must, therefore, fit the local enemy situation. (See fig. D-8.)

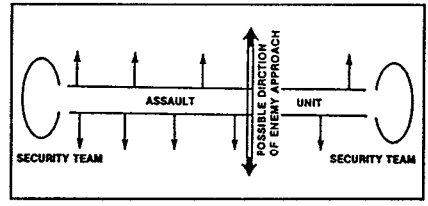

Figure D-8. "T" Formation – Harassing Ambush – Target Approach from Either Direction.

6. The "V" Formation

The "V" shaped formation is deployed along both sides of the enemy's route of movement so that it forms a "V"; care is taken to ensure that neither group (within the "V") fires into the other. This formation subjects the enemy to both enfilading and interlocking fire. The "V" formation is best suited for fairly open terrain but can also be used in close terrain. When established in close terrain, the legs of the "V" close in as the lead element of the enemy force approaches the apex of the "V", and opens fire at a close range. Here, even more than in open terrain, all movement and fire must be carefully coordinated

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and controlled to ensure that the fire of one leg does not endanger the other. The wider separation of forces makes this formation difficult to control, and there are few sites that favor its use. Its main advantage is that it is difficult for the enemy to detect the ambush until it is well into the killing zone. (See figs. D-9 and D-10.)

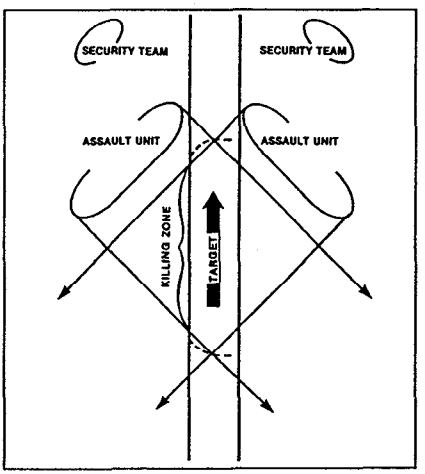

Figure D-9. "V" Formation—Open Terrain. (In mountain terrain where plunging fire is obtained, legs may be closed in nearly parallel to the killing zone.)

7. The Triangle Formation

The triangle is a variation of the "V" formation and can be varied in three ways:

a. Closed Triangle Formation. (See fig. D-11.) The assault unit is deployed in three teams, positioned so that they form a triangle (or closed "V"). An automatic weapon is placed at each point of the triangle and positioned so that it can be shifted quickly to interlock with either of the others. Men are positioned so that their sectors of fire overlap. Mortars may be positioned inside the triangle. When deployed in this manner, the triangle ambush becomes a small unit's strong point which is used to

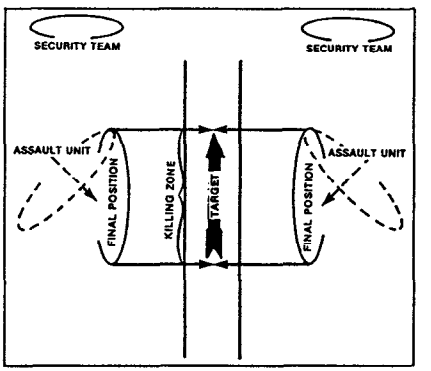

Figure D-10. "V" Formation—Close Terrain. (Legs close in as target approaches apex of "V". Must be carefully coordinated and controlled to ensure that legs do not fire into each other.)

interdict night movement through open areas. When enemy approach is likely to be from any direction, this formation provides all-around security, and security forces are deployed only when they can be positioned so that if detected by an approaching enemy, they will not compromise the ambush. Attack is by fire only, and the enemy is allowed to approach within close range before fire is opened. The advantages of the closed triangle formation are:

(1) Ease of control.

(2) All-around security.

(3) The enemy approaching from any direction can be brought under fire of at least two automatic weapons.

Disadvantages are:

(1) Requires a force of platoon size or larger to reduce the danger of being overrun by an unexpectedly large force.

(2) One or more sides of the triangle may come under enfilade fire. The lack of dispersion, particularly at the points, increases the danger from enemy mortar fire.

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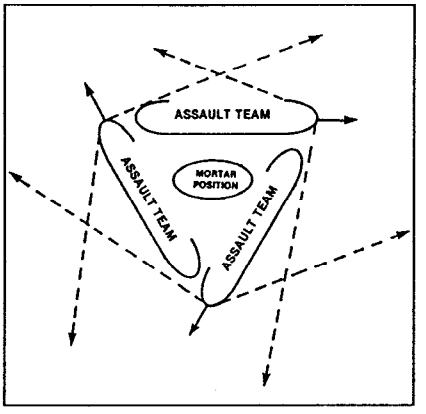

Figure D-11. Closed Triangle Formation—Night Harassing Ambush.

b. Open Triangle Harassing Formation. This variation of the triangle ambush is designed to enable a small force to harass, slow, and inflict heavy casualties upon a large force without itself being decisively engaged. The assault unit is deployed in three teams, positioned so that each team becomes a corner of a triangle containing the killing zone. When the enemy enters the killing zone, the team to the enemy's front opens fire on the leading element. When the enemy counterattacks, the group withdraws and the team to the enemy's flank opens fire. When this team is attacked, the team to the opposite flank opens fire. This process is repeated until the enemy is pulled apart. Each team reoccupies its position, if possible, and continues to inflict the maximum damage possible without becoming decisively engaged. (See fig. D-12.)

c. Open Triangle Destruction Formation

(1) The assault unit is again deployed in three teams, positioned so that each team is a point of the triangle, 200 to 300 meters apart. The killing zone is the area within the triangle. The enemy is allowed to enter the killing zone; the nearest team attacks by fire. As the enemy attempts to maneuver or withdraw, the other teams open fire. One or more teams, as directed, assault or maneuver to envelop or destroy the enemy. (See fig. D-13.)

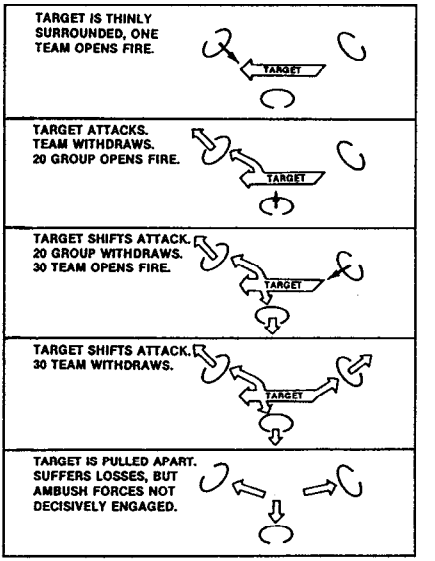

Figure D-12. Open Triangle Formation—Harassing Ambush.

(2) As a destruction ambush, this formation is suitable for platoon-size or larger ambush forces. A smaller force would be in too great a danger of being overrun. Another disadvantage is that control, in assaulting or maneuvering, is very difficult. Very close coordination and control are necessary to ensure that assaulting or maneuvering teams are not fired on by another team. The ambush site must be a fairly level open area which provides concealment around its border for the ambush force.

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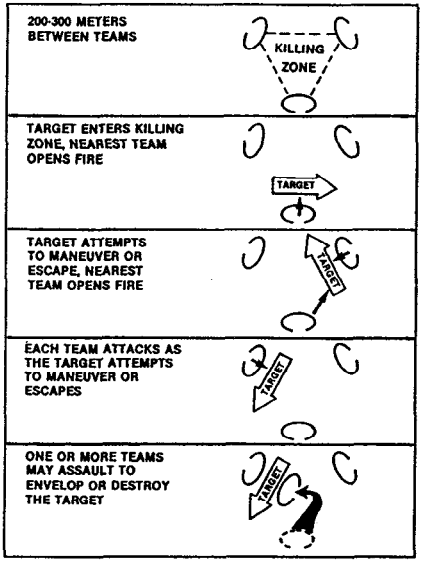

Figure D-13. Open Triangle Formation—Destruction Ambush.

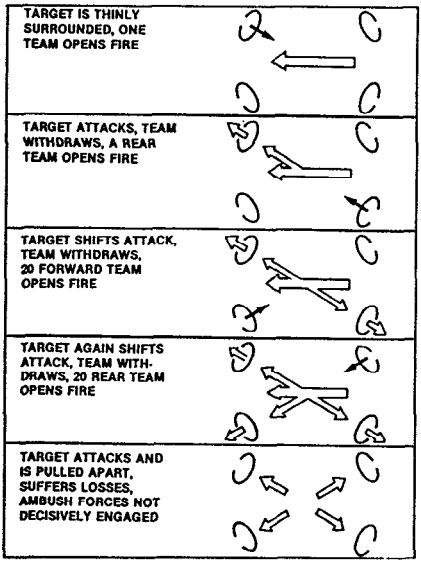

Figure D-14. Box Formation—Harassing Ambush.

8. The Box Formation

The "box" formation is similar in purpose to the open triangle ambush. The assault unit is deployed in our teams, positioned so that each team becomes a corner of a square or rectangle containing the killing zone. It can be used for a harassing or destruction ambush in the same manner as the variations of the open triangle formation. (See figs. D-14 and D-15.)

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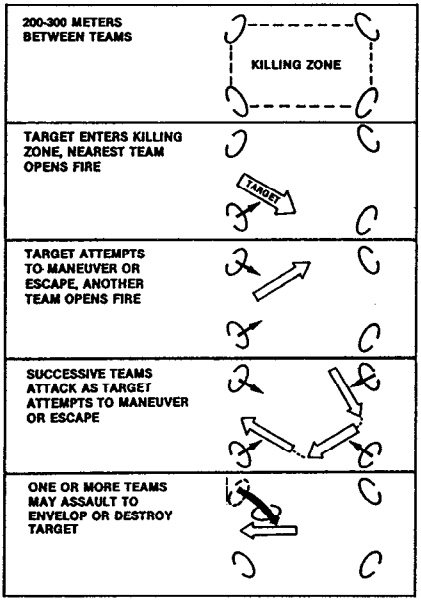

Figure D-15. Box Formation—
Destruction Ambush.

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Appendix E

Patrol Tips

1. Preparation

a. Understand your mission; keep your plan simple but thorough.

b. Make a detailed map study; know the terrain in your objective area; on short patrols, memorize your route; for long patrols, select terrain features to help you keep oriented. A piece of acetate over luminous tape can be used to make a rough sketch or strip map. The sketch map will glow in the dark and make the use of lights unnecessary. Use a grease pencil to write on the sketch map so marks can be easily erased.

c. Consider the use of difficult terrain when planning your route. Impassable terrain is very rare.

d. When your patrol is to infiltrate the enemy area, select a primary and alternate rendezvous point.

e. Consider all types of grenades: fragmentation, CS, white phosphorous, concussion, smoke, high explosive, high explosive airburst, antiarmor, antipersonnel, dual purpose (antipersonnel/antiarmor), and CS for the M203 grenade launcher.

f. Reconnaissance patrols should carry at least one automatic weapon. It provides valuable sustained firepower.

g. Avoid taking weapons requiring different types of ammunition.

h. Clean, check, and test fire all weapons before departure.

i. Carry gloves to protect hands.

j. Carry at least two flashlights and two each of such critical items as compasses, binoculars, wire cutters and fuse crimpers.

k. Carry an extra flashlight and radio batteries on long patrol.

l. Every man should carry two canteens and a poncho.

m. Ponchos can be used to make litters, construct rafts, conceal lights, and as shelters.

n. Have every man carry an extra pair of socks.

o. A length of rope, which can be secured around the waist, can be used for binding prisoners, climbing or descending obstacles, and crossing streams.

p. Consider the use of snipers and scout dogs.

q. Two pieces of luminous tape worn on the back of the collar aid in control and movement on dark nights. Turn the collar down when near the enemy. The tape can also be worn on the back of the cap, but cover or remove it when near the enemy.

r. Use friction tape to secure rifle swivels, sling, dog tags, and other items which might rattle.

s. Be sure to camouflage the back of your neck, behind your ears, and the backs of your hands.

t. Provide for security by assigning every man an area of responsibility.

u. Designate at least two pacers and use the average of their individual counts.

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v. Fold maps before departing so they can be more easily handled.

w. Preset compasses before departing. Preset more than one compass for each setting required.

x. Take your subordinate leaders with you on your reconnaissance.

y. Prearrange and rehearse all signals to be used. Keep signals simple.

z. Plan time for your patrol members to accustom their eyes to the dark if you have a night patrol.

aa. Use visual aids in issuing your patrol leader's order (sketch on the ground or a ration box). A properly used visual aid may make the difference between success and failure of the patrol.

bb. Do not carry maps marked with information that might aid the enemy.

cc. Conduct rehearsals, if time permits, on terrain similar to that over which you will operate. Conduct day and night rehearsals for a night patrol.

dd. Inspect your patrol carefully before rehearsals and before departure. Question men to check their understanding of the actions planned.

ee. Retain fire team and squad integrity when organizing the patrol.

2. Execution

a. On small patrols, the count should be sent up automatically after each halt or passage of a danger area. In large patrols, use the chain of command to account for men.

b. Use the point for security and not for navigation; however, a navigator may accompany the point.

c. Check navigation frequently. You are responsible.

d. On long patrols, change point and compass men occasionally.

e. Use an alternate challenge and password outside friendly lines.

f. In mountainous terrain, use ridgelines to guide movement whenever possible, but do not move along ridgetops.

g. Weapons are always carried at a ready position.

h. Cut enemy wire obstacles only when necessary. Make a reconnaissance first.

i. When moving at night, take advantage of any noises such as wind, vehicles, planes, battle sounds, and even sounds caused by insects.

j. Do not move on roads and trails unless absolutely necessary.

k. Over short distances, the compass can be used for signaling at night. A piece of luminous tape can also be used.

l. Crossing roads in enemy territory is a matter of common sense. Each situation may dictate a different method. You will not violate established procedures if you properly reconnoiter before crossing the road. Establish adequate security and move silently and quickly to avoid detection. A main point of consideration in any road crossing to control of your unit. Some methods used are:

(1) Patrol can form a skirmish line and move quickly and quietly across the road in a single bound.

(2) The entire patrol can form a file, following the footsteps of the man in front in order to minimize footprints.

(3) Men cross the road a few at a time until the entire patrol is across.

(4) Erase all footprints after the patrol has crossed the road regardless of the method used.

m. Crossing streams is similar to crossing roads; reconnaissance and security are necessary.

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n. When it is necessary to leave a wounded man to be picked up on your return trip, leave another man with him. Walking wounded either continue or return on their own to friendly areas. When near the enemy, remove the wounded from the immediate area before applying first aid.

o. Avoid all human habitations.

p. Bypass enemy positions or obstacles by offsetting around them. Stay oriented by moving at right angles for specified distances. If you are moving on an azimuth of 360 and wish to bypass an obstacle or position, change direction 90 degrees and move for 100 meters, change direction back to 360 degrees and you are back on your original route. Do not attempt to *slide* around or by the enemy position or obstacle. This procedure may result in a lost patrol.

q. Break contact with the enemy by the *clock system*, by fire and maneuver, or by a combination of both.

r. Know your location at all times. A relatively slight error can cause you to miss your objective or your point of reenty into the friendly area.

3. Miscellaneous

a. Keep the cutting edge of the entrenching tool extremely sharp. It is a good silent weapon and can be used instead of a machete.

b. A garrote (a strangling device) can be used for killing a sentry.

c. Do not jeopardize security by letting ear flaps and hoods interfere with hearing.

d. Keep talking to a minimum. Use arm-and-hand signals to the maximum.

e. When reconnoitering enemy positions, keep the security element within supporting distance of the reconnaissance element.

f. Never throw trash on the ground.

g. Dark, rainy, and windy nights are best for patrols.

h. Prepare for mission accomplishment even with casualties by:

(1) Giving the complete patrol order to all patrol members.

(2) Questioning members during inspections on duties of other teams and elements.

(3) Switching individuals, teams, and elements during rehearsals.

l. Ensure that each member knows the general direction of friendly lines and how to navigate there without a compass or map.

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